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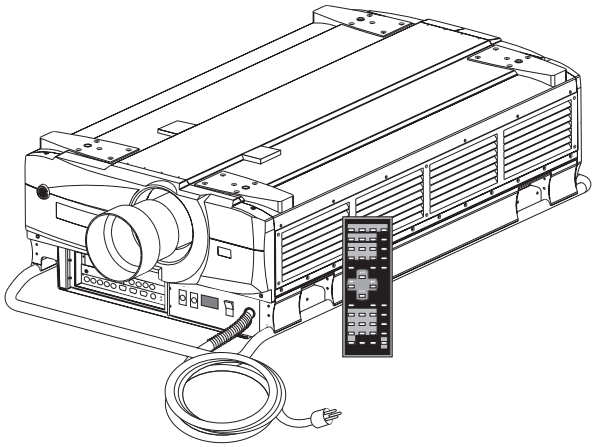
NOTE: Due to continuing research, all information in this manual is subject to change without notice

Section 1

Introduction

1.1 The Projector



Mirage 10000 is a revolutionary professional quality DMD™ projector that utilizes Digital Light Processing™ (DLP™) technology from Texas Instruments to achieve high-brightness stereoscopic three-dimensional graphics projection. This projector interfaces with IBM®-compatible PC, Macintosh® computers and workstations and, with an optional video decoder installed, is compatible with standard international video formats. The robust *Mirage 10000* is built for frequent transport and quick installations, and is ideal for large audience venues such as simulations, theme rides and other entertainment attractions demanding effortless setup and brilliantly realistic 3D images.

Features

- ◊ 1024 x 768 true resolution, other resolutions fully scaleable
- ◊ 10,000 ANSI lumens achievable brightness
- ◊ Achievable contrast ratio of greater than 250:1 ANSI, 400:1 full field
- ◊ Stereoscopic 3D images
- ◊ Tandem horizontal and vertical sizing software control
- ◊ Independent vertical stretch for changing aspect ratios
- ◊ Keystone adjustment via menu option
- ◊ Interchangeable lenses for diagonal screen sizes up to 40 or more feet
- ◊ Automatic recall of lens settings from source-to-source
- ◊ Display from PCs, VCRs, laser disc players, video cameras, etc.
- ◊ Display of NTSC, PAL and SECAM video input
- ◊ Memory for up to 99 custom “channels” (source setups)
- ◊ Identical built-in and remote keypads
- ◊ Intuitive on-screen menus or hidden direct control
- ◊ Controller and switcher compatibility
- ◊ Built-in RS-232 and RS-422 ports for computer control and networked projectors
- ◊ Remote-controlled functions such as shutter and input switching
- ◊ Rugged ergonomic design for harsh environments and secure handling
- ◊ Simple hardware option for hoisting and for stacking multiple projectors
- ◊ Modular design for easy servicing

How The Projector Works ➤

Mirage 10000 accepts data/graphics and video input signals for projection on to front or rear flat screens. High brightness light is generated by an internal 1.9 kilowatt Xenon arc lamp, then modulated by three DMD (digital micromirror device) panels that provide digitized red, green or blue color information. Light from the “on” pixels of each panel is reflected, converged and then projected to the screen through a single front lens, where all pixels are perfectly superimposed as a sharp full-color image.

1.2 Components

Included with the projector is an infrared (IR) remote keypad, an integral 20 amp line cord, 4 eyebolts and a *User’s Manual*. Make sure that you have all these items, and note that if you have purchased this projector, a purchaser’s *Warranty Registration Card* is also included–complete this card and return it directly to Christie Digital Systems as soon as possible.

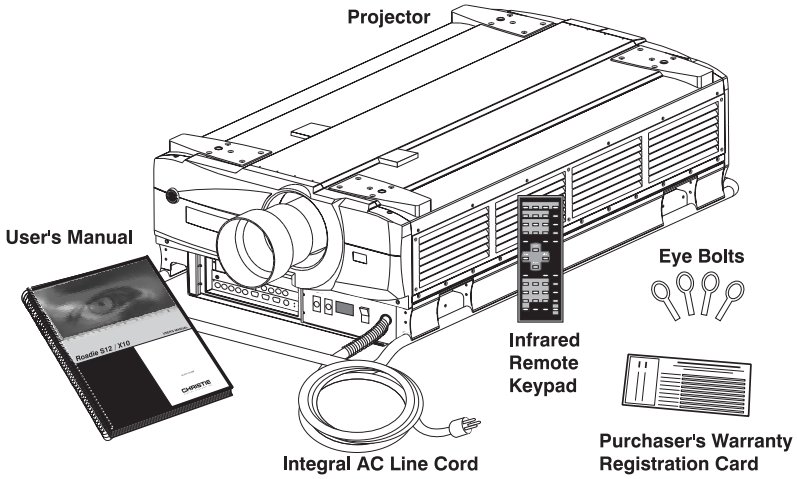


Figure 1.1. Projector Components
SHOWN WITH ADDED LENS

1.3 Purchase Record and Servicing

Whether the projector is under warranty or the warranty has expired, Christie’s extensive factory and dealer service network is always available. Christie service technicians are fully trained to quickly diagnose and correct projector malfunctions. Complete service manuals and updates are available to service technicians for all projectors.

Should you encounter a problem with the projector and require assistance, contact your dealer or Christie. In many cases, any necessary servicing can be performed on site. If you have purchased the projector, fill out the information below and keep with your records.

Purchase Record

Dealer:	
Dealer Phone Number:	
Projector Serial Number*:	
Purchase Date:	
Installation Date, if applicable:	

** NOTE: The projector serial number is located on the projector's front identification label*

Section 2

Installation & Setup

This section explains how to install and set up the projector. If you are familiar with the projector and want to quickly set it up for temporary use, follow the *Quick Setup* instructions below. For a more complete setup, follow the instructions and guides covered in the remaining subsections.

*NOTE: **1)** The lens is not mounted when the projector is shipped from the factory. For instructions on how to install or replace a lens, refer to **4.5, Replacing the Lens**. **2)** This section assumes the optional video decoder is installed.*

2.1 Quick Setup

Follow these steps for quick setup of the projector in a standard floor mount position.

STEP 1 ➤ Position the Projector

Set the projector at the expected throw distance (projector-to-screen distance) and vertical position. See *2.3, Projector Position and Mounting* and *Appendix E*. Make sure that the projector is level from side-to-side (see *2.7, Leveling*).

STEP 2 ➤ Connect a Source

Locate the main input panel at the front of the projector. The lower left area, labeled **INPUT 1**, accepts an RGB input via BNC connectors. The upper right area (assuming the optional video decoder is installed) accepts a composite video at **INPUT 3** or S-video input at **INPUT 4**. Connect your source to the appropriate panel connectors.

STEP 3 ➤ Connect the Line Cord to AC Power

The projector has its own integral 20-amp line cord. ***Use this cord only.*** Input power required is 200 - 240 VAC, 50 to 60 Hz @ 14 amps for 200 V. Attach a proper AC connector, following the wiring guide on page 5-3 (*note: requires qualified service technician*). Make sure the AC on/off switch (breaker) is set to ON position and that the line voltage indicator displays an acceptable AC level when you connect to AC.

WARNING
Do not attempt operation if the AC supply is not within the specified voltage and power range.

STEP 4 ➤ Turn the Projector ON

Using either the built-in or remote keypad, press Power* and hold for approximately 1 second to turn the projector on (or press Power* ▲ON). Let the projector warm up for about five minutes. The **POWER** LED, located in the lower right corner of the front input panel, should glow a steady green.

STEP 5 ➤ Select a Source

Using either the built-in or remote keypad, press Input1, Input2, Input3, or Input4 to select and display the image for the source you connected in Step 2. The display will resize as needed, producing an image as large as possible for the type of source present.

STEP 6 ➤ Adjust Image

With the input image displayed, press Lens on any keypad.

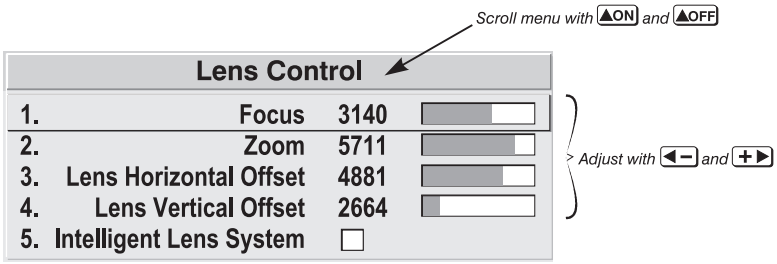

Scroll menu with ▲ON and ▲OFF
Lens Control
1. Focus 3140
2. Zoom 5711
3. Lens Horizontal Offset 4881
4. Lens Vertical Offset 2664
5. Intelligent Lens System
Adjust with ◄− and +►

Figure 2.1. Lens Adjustments

In the *Lens* menu, use the keypad as shown above to focus the image clearly and, if a zoom lens is present, to increase or decrease image size. If desired, adjust horizontal and/or vertical offsets to shift the lens and image location.

Press Menu to refine other display parameters, if necessary. See *3.5, Using Inputs and Channels* if you want to work with other source inputs or defined channels.

2.2 Installation Considerations

Although the *Mirage 10000* projector is engineered to deliver a stunning high brightness quality output, the final display quality could be compromised if the projector is not properly installed. This subsection discusses issues you should consider before proceeding with a final installation. Even if you do not intend to use the projector in a fixed and permanent installation, this subsection will help you to better understand what may be done to enhance display performance.

Lifting and Hoisting ➤

For any new installation, you will likely have to safely lift or hoist the projector into place. Keep in mind the following guidelines for safety.

Using the Integral Handles

The projector includes sturdy integral wrap-around handles for convenient grasping. While these handles are adequate for brief hand transport, such as lifting or carrying over short distances by 2 or more people, the end handles are not intended to support the entire weight of the projector for extended periods of time. In particular, never hoist or suspend the projector from these end handles or use them in an installation (see Figure 2.2).

⚠ WARNING ⚠

Use end handles for brief hand transport only.
Never suspend the projector from the side handles.

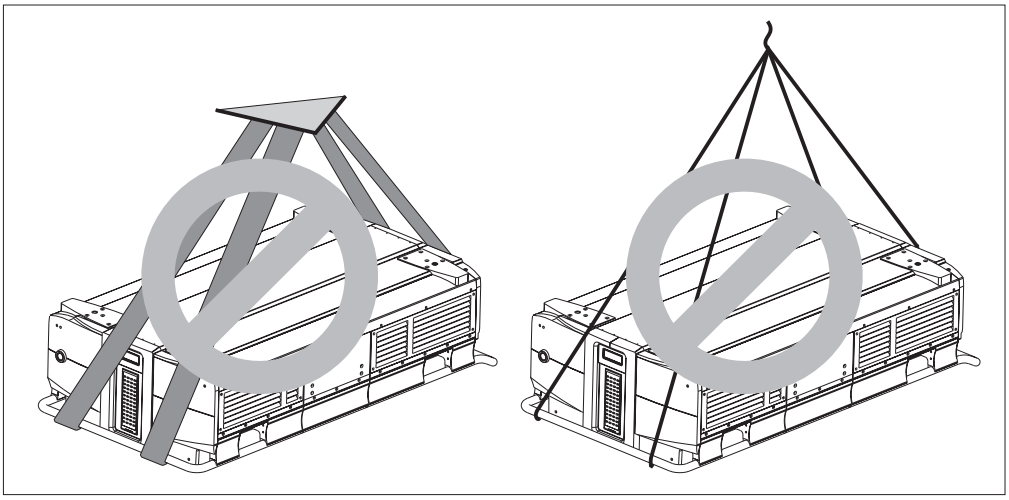


Figure 2.2. Do not hoist by end handles

Hoisting

⚠ WARNING ⚠
Use straps or cabling with load capacity adequate for the projector weight.

You can use appropriate webbed strapping and hoisting/rigging equipment to lift the projector and/or install it as a permanently suspended installation. Make sure to attach the straps inside the *side* handles only, as shown in Figure 2.3—do not use the end or side handles. Hoist only one projector at a time.

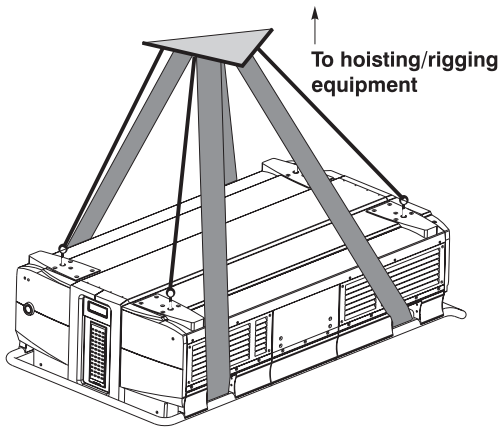


Figure 2.3. Straps in Place

Note that the projector also includes tapped bolt holes in each corner that accept screw-in eyebolts (provided). Attach the 4 eyebolts *securely* (at least 20 in.lb. torque) and rig them with safety cabling when hoisting or suspending the projector.

⚠ WARNING ⚠
Use at least 20 in.lb. torque to attach eyebolts.

⚠ WARNING ⚠
Remove the lens before hoisting.

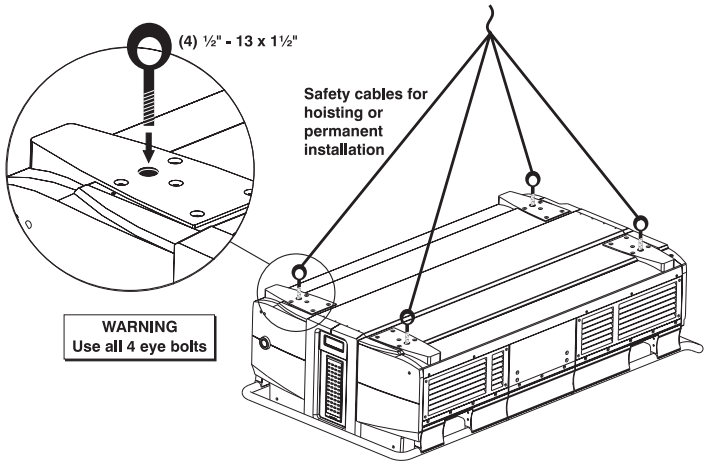


Figure 2.4. Attach Safety Cables

Installation Type ➤

Choose the installation type which suits your needs: front or rear screen, floor mount or inverted mount.

Front Screen, Floor Mount Installation

ADVANTAGES	CONSIDERATIONS
• Easy to set up • Can be moved or changed quickly • Easy to access	• Shares floor space with audience

Front Screen, Inverted Mount (ceiling) Installation

ADVANTAGES	CONSIDERATIONS
• Does not take up audience space • Projector is unobtrusive • Projector cannot be accidentally moved	• Installation is more permanent • It is more difficult to access the projector

Rear Screen, Floor Mount Installation

ADVANTAGES	CONSIDERATIONS
• Projector is completely hidden • Projector is easily accessed • Usually good ambient light rejection	• Requires separate room

Rear Screen, Inverted Mount (ceiling) Installation

ADVANTAGES	CONSIDERATIONS
• Projector is completely hidden • Usually good ambient light rejection	• Requires separate room • Installation cost is usually higher

Rear Screen, Floor Mount with Mirror

ADVANTAGES	CONSIDERATIONS
• Projector is completely hidden • Usually good ambient light rejection • Requires less space behind screen than other rear screen installations	• Requires separate room • Installation cost is usually higher

Screen Type ➤ *Front Screen Installations*

While there are two basic screen types, flat and curved, generally flat screens are recommended for this projector. Flat screens offer a gain of about 1 with a viewing angle just less than 180°. Incident light reflects equally in all directions so the audience can see the display from various angles. Because of the low gain, flat screens are most effective when ambient lighting is reduced, although this difference may be negligible given the high brightness output from this projector.

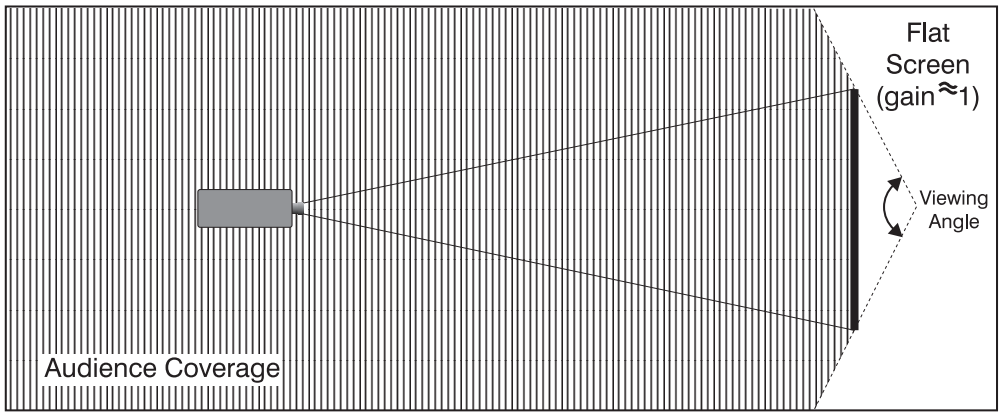


Figure 2.5. Audience Coverage with Flat Screen

NOTE: Lenses for this projector are designed primarily for use with flat screens, but the projector depth-of-field range allows the lens to be focused on curved screens as well. While focus remains sharp in the corners, there may be significant pincushion distortion, primarily at the top of the screen.

Rear Screen Installations

There are two basic types of rear screens: diffused and optical. A *diffused* screen has a surface which spreads the light striking it. Purely diffused screens have a gain of less than 1. The main advantage of the diffused screen is its wide viewing angle, similar to that of a flat screen for front screen projection. *Optical* screens take light from the projector and redirect it to increase the light intensity at the front of the screen. This reduces it in other areas. A viewing cone, similar to that of a curved front screen installation, is created.

To summarize, optical screens are better suited for brightly lit rooms where the audience is situated within the viewing cone. Diffused screens may be better suited when a wide viewing angle is required but there is low ambient room lighting.

Screen Size ➤

Screen size (image size) may be from approximately 5 to 50 feet diagonal, depending on the lens you are using. For instance, a 0.8:1 lens can produce a 5 to 25 foot image size, whereas a 7-15:1 zoom lens produces a 10 to 50 foot image size. Choose a screen size which is appropriate for your lens and application. Keep in mind that if the projector will be used to display text information, the image size must allow the audience to recognize all text clearly. The eye usually sees a letter clearly if eye-to-text distance is less than 150 times the height of the letter. In other words, small text that is simply located too far from the eye will be illegible no matter how sharply and clearly it is displayed.

NOTES: ***1)*** *Screens with aspect ratios of 4:3 are typically specified by diagonal size, but screens having other aspect ratios are not always specified by diagonal size.* ***2)*** *Stated screen sizes below refer to the diagonal size of a 4:3 screen.*

Lens Type	Diagonal Screen Size
0.8:1 fixed	5' - 25'
1.5 – 2.5:1 zoom	6' - 40'
2.5 - 4:1 zoom	6' - 40'
4 - 7:1 zoom	10' - 40'
7 – 15:1 zoom	10' – 50'

Screen Aspect Ratio ➤

Aspect ratio describes the proportion of the screen and is expressed as the ratio of width to height, such as "4:3" or "5:4" (see right). Although image size and image aspect ratio can both be adjusted quickly through projector software, it is still a good idea to choose a *screen* aspect ratio which is most appropriate for your projector—for the *Mirage 10000*, use a 4:3 screen. Ideally, to exactly fill a screen with an image, the aspect ratio of the screen

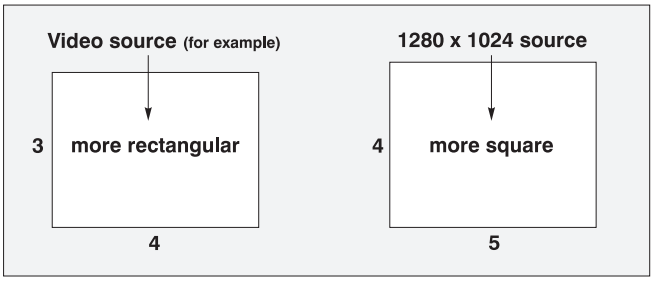


Figure 2.6. Aspect Ratios of 4:3 and 5:4

should correspond to the aspect ratio of the image, which depends on the source in use. For example, standard video from a VCR has a 4:3 ratio (approximately), whereas a high resolution graphics signal typically has a 5:4 aspect ratio. By default, *Mirage 10000* images will be as large as possible for the inherent aspect ratio of their source.

NOTE: With a few exceptions, sources with less than 1280 x 1024 resolution have a 4:3 aspect ratio, whereas the normal aspect ratio for 1280 x 1024 sources is 5:4.

Ideal Room Lighting ➤

The high brightness output of the *Mirage 10000* projector is certainly well suited for locations where ambient lighting is less than optimum for projection, yet there are still many simple things you can do to optimize your installation.

Visiting a movie theater can give you an idea of what makes an ideal projection environment. Walls, floors and furnishings are dark and matte finished. A projection room should not have white reflective ceilings or non-directional lighting such as fluorescent lights. The white ceiling spreads light, making the room appear brighter. Keep lighting and reflections to a minimum.

If it is not possible to eliminate fluorescent lights, consider using incandescent spot lighting or parabolic reflectors ("egg crates") to direct light down to the floor. Light dimmers or rheostats allow further control.

Outside windows are undesirable in any projection room. A small crack between curtains on a sunny day can wash out a projected image. If you do have windows, make sure that window coverings are opaque and overlapping — some window coverings are designed to provide up to 100 percent blockage of outside light. Ideally, the material should have a matte finish.

To minimize the effects caused by unwanted light from door and aisle ways, carefully choose the position of your projector and screen. Figure 2.7 shows an installation where poor screen placement allows too much unwanted light to enter the screen. In Figure 2.8, screen and the projector are positioned so that unwanted light is minimized.

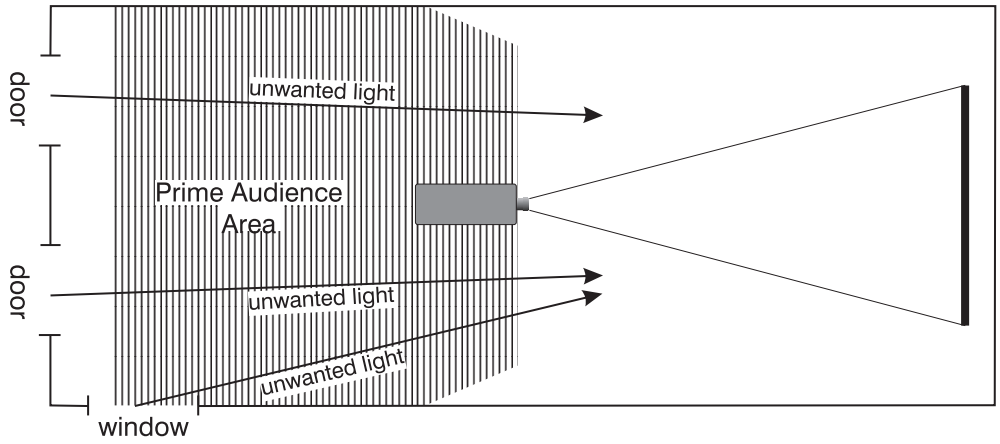


Figure 2.7. Poor Screen Placement

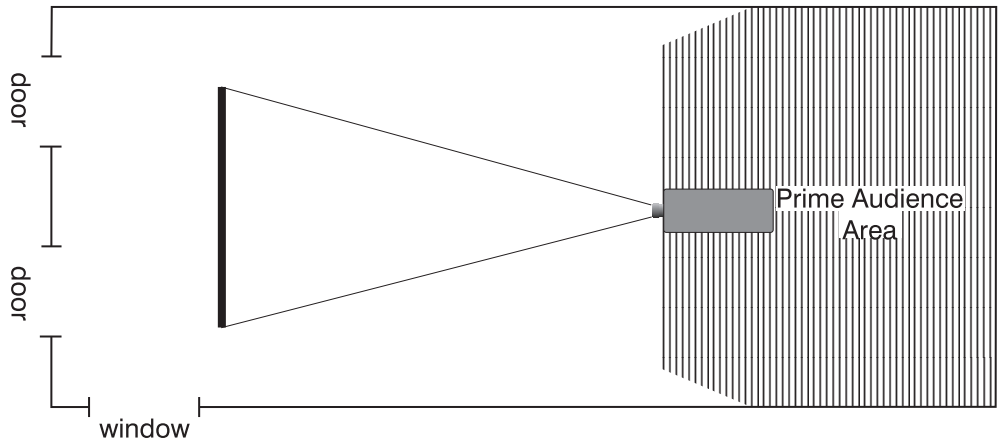


Figure 2.8. Better Screen Placement

Even with all lighting removed it is still possible that room reflections within the room can slightly degrade the image. Light from the projection screen should be absorbed by the ceilings, walls and floors so that it will not be reflected back to the screen. Again, keep reflective surfaces to a minimum.

Other Considerations ➤

Other considerations and tips which can help you improve your installation:

- Ventilation is an important factor when preparing a projection room. The ambient temperature should be kept constant and below 35°C (95°F). Keep the projector away from heating and/or air conditioning vents. Changes in temperature can cause drifts in the projector circuitry which may affect performance.
- Keep the projector away from devices which radiate electromagnetic energy such as motors and transformers. Common sources of these are slide projectors, speakers, power amplifiers, elevators, etc.
- For rear screen applications, less space is required if a mirror is used to fold the optical path.
- Choose the right screen size for the application:
  - ◊ As screen size increases, magnification increases and reduces brightness. Select a screen size which is appropriate for the venue, but not larger than that required.
  - ◊ Installing a large screen in a small room is similar to watching television close up; too large a screen can overpower a room. A good rule of thumb is to be no closer than 1.5 times the width of the screen.
  - ◊ Larger screens require greater attention to lighting conditions.
- When laying out the projection room, consider positioning the projector and screen in a manner which will achieve maximum audience coverage and space efficiency. For example, placing the screen along the larger wall in a rectangular room will reduce audience coverage. Figure 2.9 shows two examples of how audience coverage is maximized.

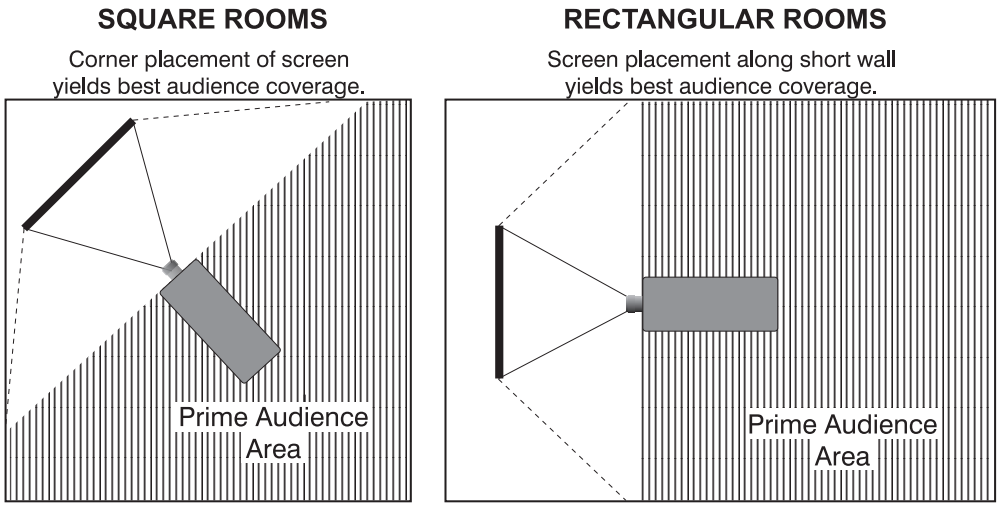

SQUARE ROOMS
Corner placement of screen yields best audience coverage.
Prime Audience Area
RECTANGULAR ROOMS
Screen placement along short wall yields best audience coverage.
Prime Audience Area

Figure 2.9. Screen Locations for Maximum Audience Coverage

2.3 Projector Position and Mounting

Installation type, screen type, and lighting all affect where the projector is positioned. In addition, both throw distance (the distance between the projector and screen) and vertical position (the height of the projector in relation to the screen) must be determined for every new installation. Both depend on the screen size and lens type you are using. Make sure that the room can accommodate the required position of the projector for the chosen screen size.

Throw Distance ➤

Throw distance is the distance between the projector's ***front feet axes*** and the ***screen***. For any installation, an accurate throw distance must be determined in order for the image to be of the right size for your screen–the farther the projector is from the screen, the larger the image.

NOTE: If your projector is tilted in relation to the screen, as is sometimes the case for large venues or elevated installations, throw distance still represents the smallest measurement between the screen and front feet.

Throw distance is roughly equal to the horizontal width of the screen multiplied by the type of lens you are using. For example, if you are using a 0.8:1 lens, proper throw distance will be approximately 0.8 x the screen width. Once you know your screen size and lens, you can estimate throw distance needed—see example at right.

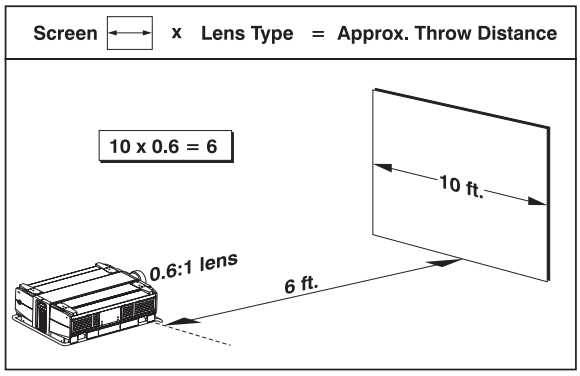


Figure 2.10. Estimating Throw Distance: Example
(SEE APPENDIX E FOR DETAILS)

IMPORTANT: For proper placement in an installation, always refer to the throw distance formula and/or graph for your lens as listed in Appendix E. Keep in mind that due to lens manufacturing tolerances for lens focal length, actual throw distance can vary ±5% or more between lenses described as having the same throw ratio.

Vertical & Horizontal Position

➤ **THE VERTICAL POSITION** of the projector in relation to the screen also depends on the size of the screen and the lens type. Correct vertical position helps ensure that the image will be rectangular in shape rather than keystoned (having non-parallel sides) and that image focus and brightness both remain optimized.

NOTE: A keystoned image can be corrected through software. See Section 3.

In addition, vertical position of the image can be manually offset—that is, moved up or done. Press [Lens] to display the *Lens Control* menu, then adjust offsets with [◄–] and [+►]. Note that the range of adjustment depends on the type of *projector* as well as *lens* and whether or not you are also offsetting horizontally. See Table 2.1 for the percentage of the image that can be displayed above and below the center of each type of lens compatible with the projector. See Figure 2.11 for average offsets (*non-VistaPro* lenses only).

NOTE: Due to manufacturing tolerances, any offset range can vary ±5% or more between lenses described as having the same throw ratio, between projectors, and with any lens/projector combination. In addition, keep in mind that long throw distances significantly reduce offset ranges.

Table 2.1. Vertical Offset Ranges

Lens Type / Throw Ratio	Max. Amount of Image Above or Below Lens Center
0.8:1	⇧ 98% ⇩ 103%
1.5 - 2.5:1	⇧ 104% ⇩ 89%
2.5 – 4:1	⇧ 90% ⇩ 90%
4-7:1	⇧ 101% ⇩ 101%
7-15:1	⇧ 104% ⇩ 112%
Other Lenses	
1:1 *(VistaPro 1.2:1)*	⇧ 75% ⇩ 75%
2.3:1 *(VistaPro 3:1)*	⇧ 93% ⇩ 107%
3.9:1 *(VistaPro 5:1)*	⇧ 95% ⇩ 91%
5.5:1 *(VistaPro 7:1)*	⇧ 100% ⇩ 115%
1.2 – 2.3:1 *(VistaPro 1.5 – 3:1)*	⇧ 86% ⇩ 86%
2.3 – 5.5:1 *(VistaPro 3 – 7:1)*	⇧ 98% ⇩ 94%

NOTE: FOR ALL LENSES AND PROJECTORS...
- ***Maximum optical performance is produced at zero offset (i.e., with the projector at the center of the screen) — geometry, focus and light output will all be optimized.***
- ***Long throw distances significantly reduce offset ranges.***
- ***For inverted projectors, invert the illustrations.***

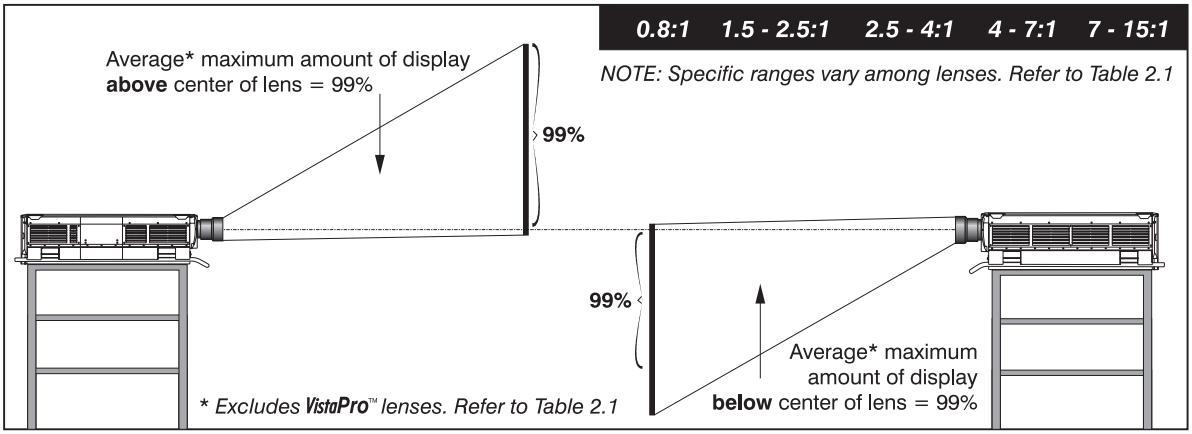

0.8:1
1.5 - 2.5:1
2.5 - 4:1
4 - 7:1
7 - 15:1
NOTE: Specific ranges vary among lenses. Refer to Table 2.1
Average* maximum amount of display above center of lens = 99%
99%
99%
Average* maximum amount of display below center of lens = 99%
* Excludes VistaPro™ lenses. Refer to Table 2.1

Figure 2.11. Average Maximum Vertical Offsets
(NON-VISTAPRO LENSES ONLY)

*NOTES: **1)** For any projector, if you cannot raise or lower the image enough using mechanical vertical offsets, try adjusting **V-Position** in the **Size and Position** menu (see **3.6, Adjusting the Image**) when displaying at less than the maximum size. **2)** If the image becomes keystoned or exhibits uneven brightness, the projector may simply be too high or low in relation to the screen. **3)** Recommended offset ranges can sometimes be exceeded, however this may affect image quality. **4)** Simultaneous **horizontal** and **vertical** offset can limit the adjustment range of each.*

THE HORIZONTAL POSITION of the image can be offset—that is, shifted left or right of lens center—by using the Lens key. This displays the *Lens Control* menu, where offsets can be adjusted with ◄– and +►. Maximum horizontal offsets—expressed as the maximum percentage of the image that can be projected to either side of the lens center—are shown in Figure 2.12. While offsets vary with lens type (see *Section 5, Specifications*), maximum offsets are approximately 77%.

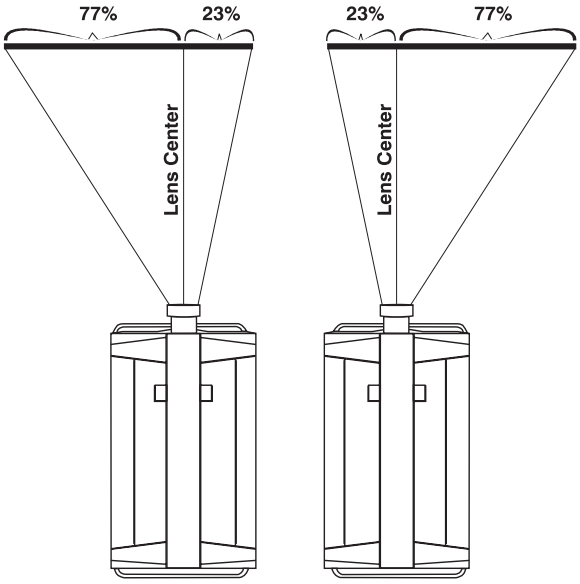


Figure 2.12. Avg. Maximum Horizontal Offsets
(SEE SECTION 5 FOR SPECIFIC HORIZONTAL OFFSETS FOR EACH LENS)

Mounting ➤ For typical front or rear floor mounts, mount the projector on a secure table or cart. Take care with a mobile cart—avoid sudden stops, excessive force and uneven surfaces that may cause the projector and cart combination to overturn.

The table or cart should be reasonably level. Finer adjustments can be made by extending or retracting the projector feet; refer to *2.7, Leveling*.

Special Mounting

Note that projector can be rotated and mounted at any vertical angle—i.e., you can tilt the face of the projector up or down as much as desired for your installation. The side-to-side tilt, however, must not exceed 15° (see Figure 2.13). This limit ensures that the arc lamp in the projector operates properly and safely. Always make sure that exhaust air from the projector does not vent towards the lens, otherwise you may detect heat waves in your projected image.

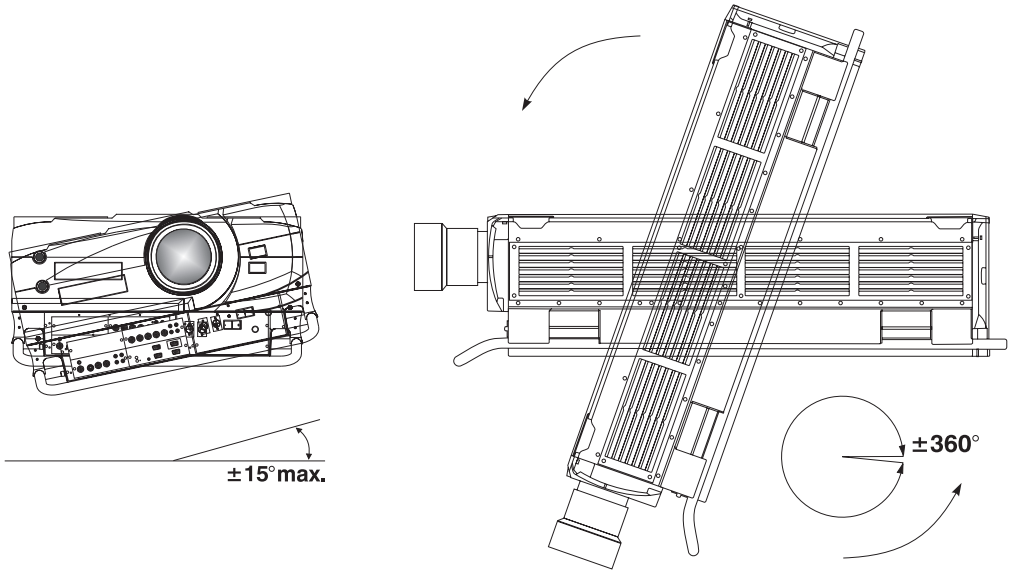
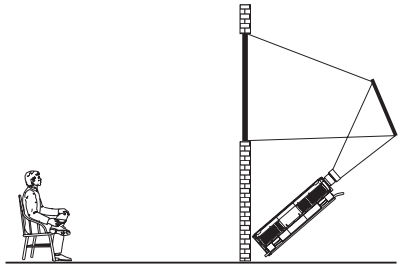


Figure 2.13. Horizontal and Vertical Tilt Ranges

With elevated projectors, you must use the proper ceiling mount fixture and/or stacking kit for your projector. For more information, contact your dealer.

Folded Optics ➤ In rear screen applications where space behind the projector is limited, a mirror may be used to fold the optical path (see right). The position of the projector and mirror must be accurately set—if considering this type of installation, call your dealer for assistance.



2.4 Source Connections

The front panel of the projector provides standard input panels to which you may connect a variety of sources. See Figure 2.14–the lower left area (**INPUT 1**) typically accepts an *RGB signal* from an external RGB source, or it can also be used for YPbPr signals or video sources. The upper right panel–the optional *Video Decoder Module*–accepts only *composite video* at **INPUT 3** or *S-video* at **INPUT 4** from devices such as VCRs, laser disk players or DVD players. There are also several other optional interfaces available for connecting other sources at **INPUT 2**. Such an option installs in the upper left area, just below the projector front ID label.

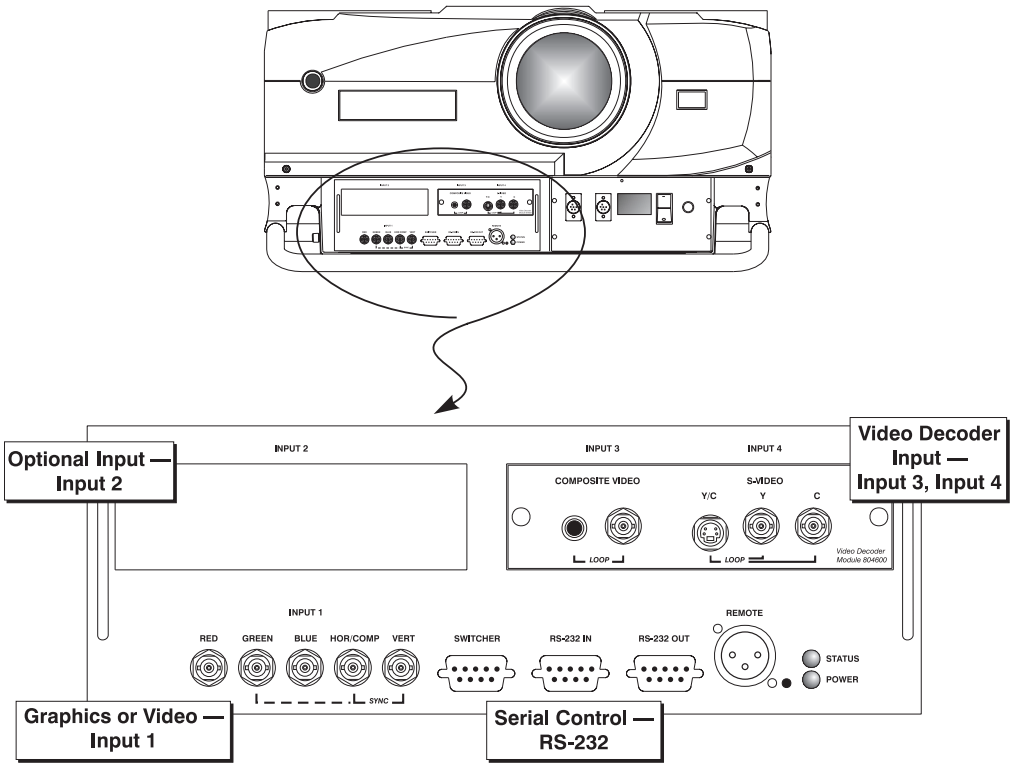


Figure 2.14. Front Connector Panel
(SHOWN WITH OPTIONAL VIDEO DECODER INSTALLED)

NOTE: For all connections as described in the following pages, use high-quality ***shielded*** *cables only.*

RGB Signals ➤

INPUT 1 provides 5 BNCs (connectors) for linking to a variety of sources. The typical connection would be to an RGB source such as VGA, SVGA, XGA, Mac, PowerMac, DEC, Sun, SGI and others. This projector supports multiple sync types with RGB signals: sync-on-green, composite sync, and separate H & V syncs. This input must be used for 3D displays.

NOTE: Depending on the source, you may need a custom adapter cable with BNC connectors at the projector end and a different type of connector at the other (such as a 15-pin "D" connector for computer sources). Contact your dealer.

Connect the **SYNC** BNC input(s) first. Then connect the red, green and blue source outputs to the **RED**, **GREEN**, and **BLUE** BNCs on the **INPUT 1** panel. If the source uses sync-on-green, only the red, green, and blue connections are required. If the source provides a composite sync output, connect it to the **SYNC** input labeled **HOR/COMP**. If the source provides separate horizontal and vertical sync outputs, connect horizontal sync to the **SYNC** input labeled **HOR/COMP** and connect vertical sync to **SYNC** input labeled **VERT**. See Figure 2.15.

*NOTES: **1)** If for some reason the projector fails to recognize a signal as an RGB signal, specify this **Color Space** option within the **Image Settings** menu. See **3.6, Adjusting the Image. 2)** To connect YPbPr signals–such as from DVD or analog HDTV sources–to **INPUT 1**, use the red, green and blue BNCs as described in **YPbPr Signals** later in this section.*

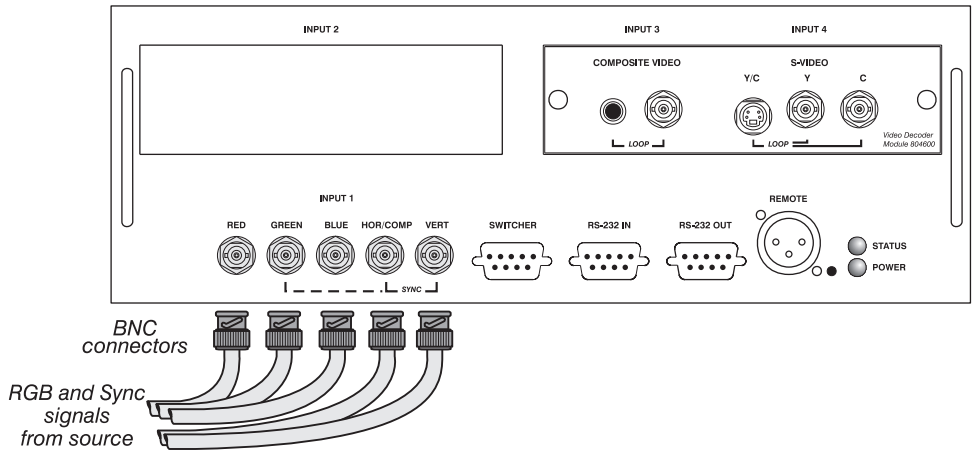


Figure 2.15. Connecting RGB Input

YPbPr Signals (COMPONENT VIDEO)

➤ Connect a YPbPr signal (*component video*) to **INPUT 1** as shown in Figure 2.16.

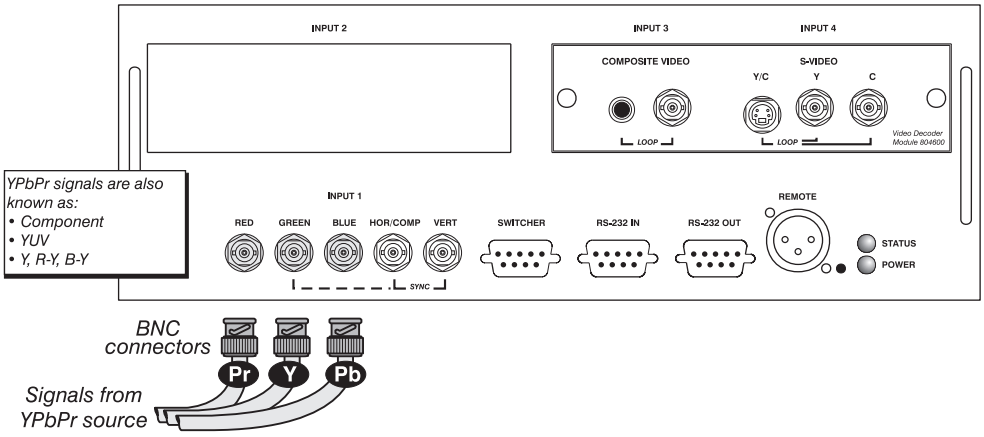


Figure 2.16. Connecting YPbPr Signal

*NOTES: **1)** If, for some reason, the projector fails to recognize a YPbPr signal, specify this **Color Space** option within the **Image Settings** menu. See **3.6, Adjusting the Image**. **2)** Do not connect digital component signals (known as YCbCr) to* **INPUT 1**. *Use the appropriate digital interface installed at* **INPUT 2**.

Composite Video

➤ The optional video decoder input panel provides simultaneous connection of both a composite video source (**INPUT 3**) and an S-Video source (**INPUT 4**).

If connecting a composite video source, use the Composite BNC connector ***or*** the RCA phono jack at **INPUT 3**–do not use both as inputs. See Figure 2.17.

*NOTE: If you want to loop a composite signal through to another projector or display device, see **Video Loop Through** later in this section.*

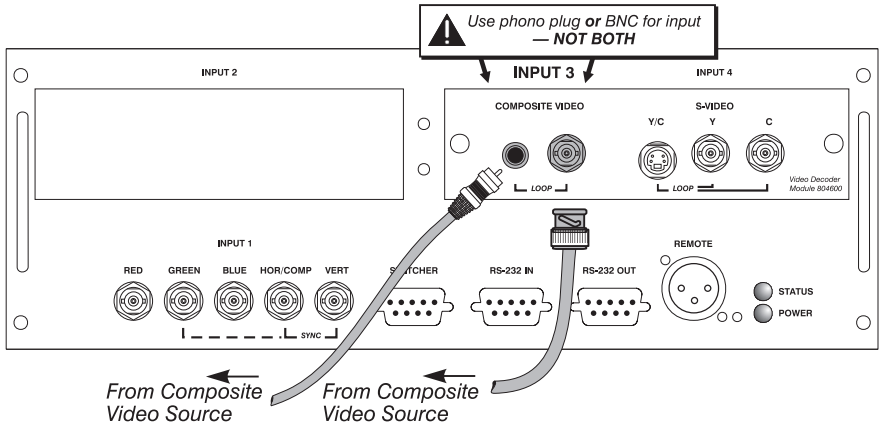


Figure 2.17. Connecting Composite Video

S-Video ➤ The optional video decoder input panel provides simultaneous connection of both a composite video source (**INPUT 3**) and an S-Video source (**INPUT 4**).

If connecting an S-Video source, use the 4-pin mini DIN connector ***or*** the Y and C BNC connectors (luma and chroma) at **INPUT 4**–do not use both as inputs. See Figure 2.18.

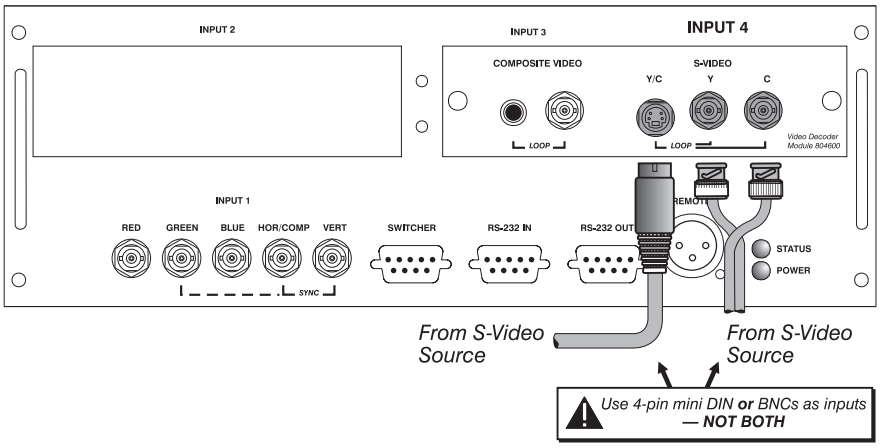


Figure 2.18. Connecting S-Video

NOTE: If you want to loop an S-video signal through to another projector or display device, see ***Video Loop Through*** *below.*

Video Loop Through ➤

To loop a single incoming video signal input (connected at the optional video decoder) through to another projector or display device, use the empty connector(s) adjacent to this same input as described below.

Composite Video Loop Through

CONNECTIONS: See Figure 2.19. From your source, connect a composite video signal to **INPUT 3** using either the small phono plug or the adjacent BNC. Connect a second cable from whichever **INPUT 3** connector is free to one of the composite video inputs of the next display device or projector. Continue this looping method for each projector, using either the phono plug or the adjacent BNC as input into **INPUT 3**, then using the other connector as an output (i.e., loop through). Whether you use the BNC or the phono plug as input or output depends on the type of cable you have on hand and what type of connectors are on each end.

VIDEO TERMINATION: In the *Preferences* menu, make sure "Video Termination" is checked for the final projector ***only***. All other projectors must have this option unchecked in order for the signal to continue. For other types of display devices in the chain, typically a "Hi-Z" switch position is needed.

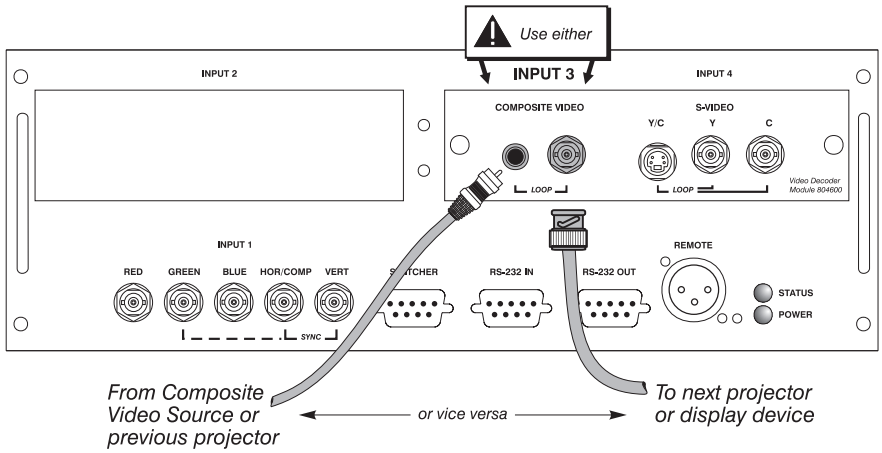


Figure 2.19. Connections for Composite Video Loop Through

S-Video Loop Through

CONNECTIONS: See Figure 2.20. From your source, connect an S-video source signal to **INPUT 4** using either the 4-pin mini DIN or the 2 adjacent BNCs labeled Y and C. Connect a second cable from whichever **INPUT 4** connector is free to one of the S-video inputs of the next display device or projector. Continue this looping method for each projector, using either 4-pin mini DIN or the 2 adjacent BNCs as input into **INPUT 4**, then using the other connector(s) as an output (i.e., loop through). Whether you use 4-pin mini DIN or the 2 adjacent BNCs as input or output depends on the type of cable you have on hand and what type of connectors are on each end.

VIDEO TERMINATION: In the *Preferences* menu, make sure "Video Termination" is checked for the final projector ***only***. All other projectors must have this option unchecked in order for the signal to continue. For other types of display devices in the chain, typically a "Hi-Z" switch position is needed.

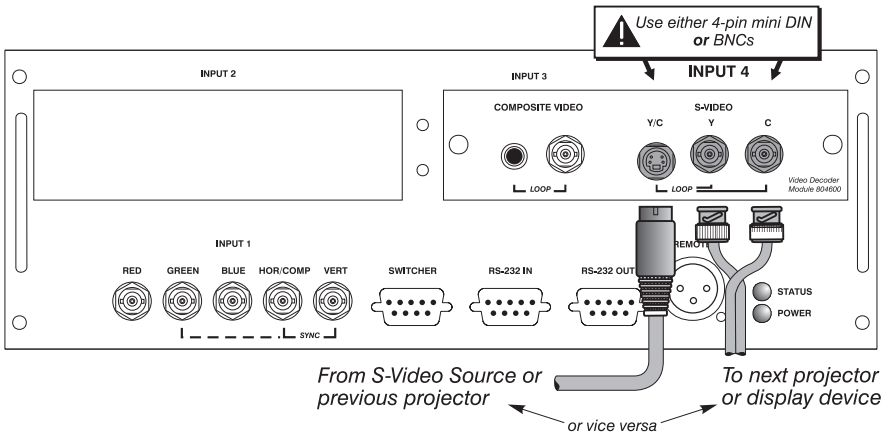


Figure 2.20. Connections for S-Video Loop Through

Extra Video – COMPOSITE OR S-VIDEO

➤ If you want to use an extra video source in addition to the video source(s) connected at **INPUT 3** or **INPUT 4** connect either a Composite or S-Video source to **INPUT 1** as shown in Figure 2.21. Do not connect both types here simultaneously. *NOTE: For additional video inputs, install an optional Composite/S-Video Input Module at* ***INPUT 2****.*

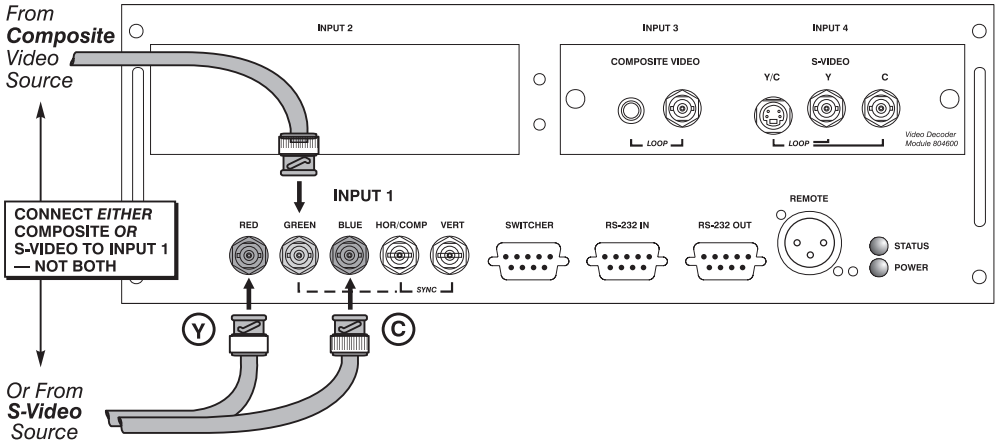


Figure 2.21. Connecting an Extra Video Source to Input 1

Optional Inputs

➤ Optional modules allow you to increase your total number of inputs and/or accommodate different signal types, whether analog or digital. Any one of these modules can be installed in the area labeled **INPUT 2**. They include:

- RGB 500 Input Module
- RGB 400 Active Loop Thru Input Module
- RGB 400 Buffered Amplifier Input Module
- Composite/S-Video Input Module
- PC250 Analog Input Module
- Serial Digital Input Module
- Digital HDTV Module
- DVI/DFP Input Module

Alternatively, the analog interfaces (i.e., *non*-digital) can be installed in a *Marquee Case/Power Supply* or *Marquee Switcher,* if desired, and used with the projector.

NOTES: ***1)*** *Optional* ***digital*** *interfaces cannot be used in a Marquee Case/Power Supply or Switcher.* ***2)*** *Connect analog HDTV signals directly to* ***INPUT 1*** *or to any*

"RBG" input module installed at ***INPUT 2****—the optional HDTV Input Module used in earlier projectors is not needed or recommended . 4) See* ***Appendix F, Optional Input Modules*** *for a brief description of each interface.*

Connecting a switcher

➤ You may wish to use one or more external *Marquee Signal Switchers* or a third party switcher in order to significantly increase the number of sources you can select. If you are using a *Marquee Signal Switcher*, connect the switcher's RGB output to **INPUT 1** and connect an RS-232 serial communication cable between the switcher and the projector serial port labeled **SWITCHER** (see Figure 2.22). The switcher communication link (permanently set at 9600 baud) enables you to access inputs connected to the switcher in the same manner as those connected directly to the projector. For most other third-party switchers, connect and access sources according to the documentation provided with that switcher.

NOTE: Make sure any Marquee Signal Switcher connected directly to the projector is set as "Switcher #1". If it is not, unplug the switcher and turn the thumbwheel to "1" before plugging back in and connecting to the projector and/or network.

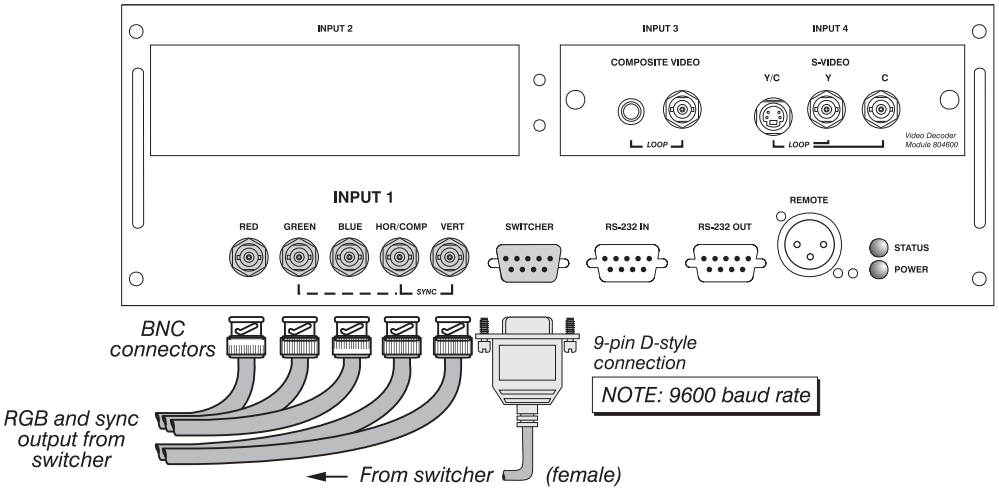


Figure 2.22. Connecting a Marquee Signal Switcher

Connecting Multiple Switchers

➤ If you are using more than one *Marquee Signal Switcher*, daisy-chain the RS-232 switcher inputs/outputs together to form a complete network of inputs accessible from the projector (you can network up to 9 switchers), and connect Switcher #1 to the projector as shown in Figure 2.22. In addition, connect the RGB output from each switcher to its matching slot on switcher #1–for example, connect the RGB output from switcher #2 to slot #2 on switcher #1, and the RGB output from switcher #3 to slot #3 on switcher #1. Note that slots used in this manner on switcher #1 are no longer recognized as inputs to the projector–if you select a slot location that is connected to another switcher's RGB output, the projector will display the "no input signal" error message.

2.5 Power Connection

Plug the twist-locking 3-prong end of the integral line cord (30-amp, with L6-30 plug) into an appropriate grounded AC source. ***Twist to secure.*** Input voltage to the projector must be capable of supplying between 200 and 240 VAC, 50 or 60 Hz. The power source must be capable of supplying 2800 watts of power to the projector. See *Section 5, Specifications* for complete power requirements.

⚠ WARNING ⚠

Do not attempt operation if the AC supply is not within the specified voltage and power range. Never alter the line cord.

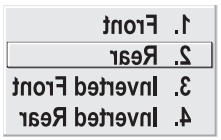
⚠ ***Caution:*** *Once the projector is turned off, the lamp cooling fans will continue to run for approximately five minutes to ensure that the projector and lamp have sufficiently cooled, at which point the fans will automatically shut off. To avoid thermal stress to the lamp, never unplug the line cord while the lamp cooling fans are running. It is recommended that the main AC I/O switch (circuit breaker) remain in the ON position at all times.*

2.6 Operating Orientation

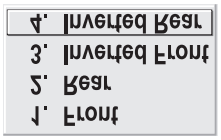
The projector is set up at the factory for use in a front screen, floor mount orientation. If your initial installation is ceiling mount or rear screen, displayed images may be upside down and/or reversed. To correct, you must change the image orientation from within the *Preferences* menu (you may prefer to do this before physically installing the projector in its final position/orientation).

In the *Preferences* menu, highlight and select the "Image Orientation" pull-down list. Select from Rear, Inverted Rear, Front or Inverted Front according to your intended installation. See *Section 3, Operation* for further information.

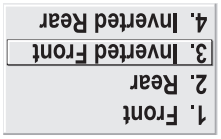
Select "Rear" and check that the display looks like this →



Select "Inverted Rear" and check that the display looks like this →



Select "Inverted Front" and check that the display looks like this →



2.7 Leveling

For most installations, the lens surface of the projector is parallel to the screen—this prevents major keystoning of the image (i.e., an image with non-parallel sides). In addition, the projector must be kept level from side-to-side in order for the lamp to function safely. To make small corrections to the projector's level, rotate each leg as necessary to raise or lower. For angled installations, see *"Special Mounting"* under *2.3, Projector Position and Mounting* earlier in this section. To adjust keystoning through software, see *Section 3*.

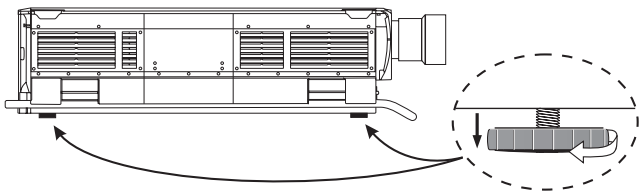


Figure 2.23. Adjusting the Feet Height

2.8 Zoom, Focus & Lens Offset

Once the projector is properly set up and projecting an image, you are ready to make quick adjustments of the motorized lens. Lens control is accessed by pressing the Lens key on one of the keypads, which will display the *Lens Control* menu of options.

*NOTE: Refer to **Section 3** if you need help in navigating the menu.*

Zoom ➤ If you have a zoom lens installed, adjust the zoom slidebar in the *Lens Control* menu to increase or decrease the size of your image at the current throw distance.

Focus ➤ In the *Lens Control* menu, adjust the focus slidebar until you obtain the best overall image clarity.

Lens Offset To ensure that the image is positioned as desired, adjust either or both offset slidebars in the *Lens Control* menu. Try to achieve the desired overall image position and best brightness while obtaining a rectangular image. If the brightness looks uneven, or the edges do not look perfectly straight, the projector may not be in the optimal position for your screen. See *2.3, Projector Position and Mounting* for full details about lens offset ranges for specific lenses and projector models.

Further display adjustments are available through keypad commands and on-screen menus—refer to *Section 3, Operation*.

2.9 Serial Port Connections

NOTE: Communication software is required for serial control. Contact your dealer for details.

You may wish to use equipment other than the keypad for controlling the projector or for performing other special functions. Such equipment—such as most personal computers—requires a serial interface for sending and receiving communications through the serial ports on the projector. Note that there are two different types of serial communication ports on this projector as described below.

If using a computer ➤ ***RS-232 Ports***

From most computers, connect an **RS-232** serial communication cable between the computer and the projector serial port labeled **RS-232 IN**—this 9-pin D connector port is located near the bottom center of the projector's front control panel (see Figure 2.24). Then set the projector baud rate to match that of the computer (changing the baud rate is described in *3.7, Adjusting System Parameters and Advanced Controls*).

*NOTE: Refer to **Appendix D** for complete cable wiring details.*

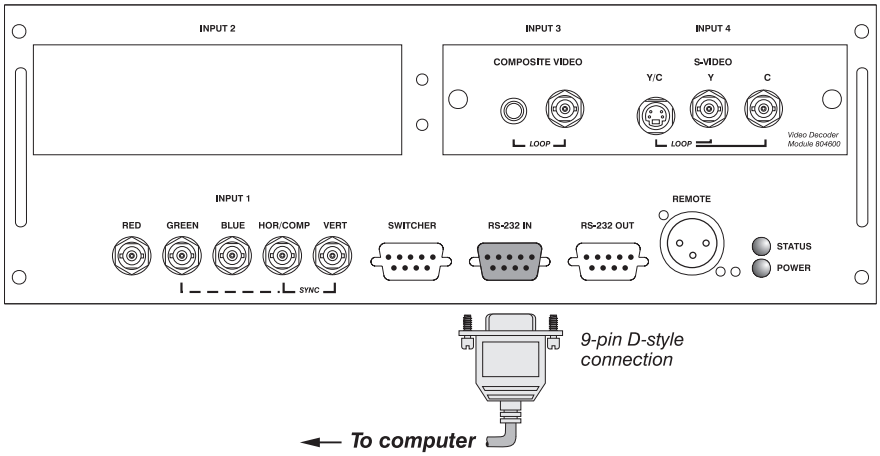


Figure 2.24. RS-232 Serial Connection to a Computer

RS-422 Ports

Some computers can provide **RS-422** serial communications (often through a plug-in adapter or external converter) rather than the more common RS-232. RS-422 communication has differential "transmits-and-receives" and is generally better suited for long distances than is RS-232 communication. RS-422 is not compatible with RS-232—connecting one to the other could damage the equipment at either end.

If you wish to control the projector with a computer and/or other controlling device (such as the *Two-Way Controller*) having RS-422 capability, connect **RS-422** serial communication cables between the computer (or other device) and either (or both) of the projector serial ports labeled **RS-422**—these 6-pin XLR connector ports are located near the upper right corner of the projector's front control panel (see Figure 2.25). Use an **RS-422** port ***only*** if your equipment has RS-422 capability—always first consult the documentation supplied with your equipment.

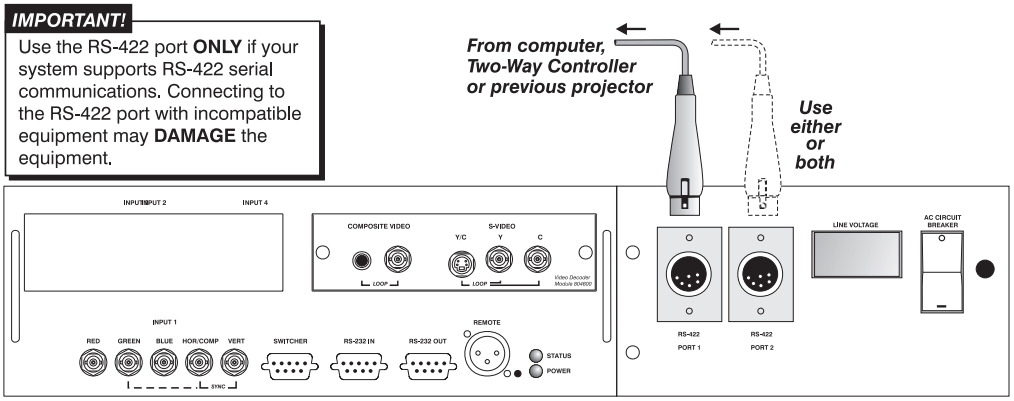


Figure 2.25. RS-422 Serial Connection to a Computer

⚠ WARNING ⚠

Do not use an RS-422 port unless you are using a computer with RS-422 capability. The voltage levels of this signal can damage incompatible equipment.

If using a switcher ➤ You may wish to use one or more external *Marquee Signal Switchers* or a third party switcher in order to significantly increase the number of sources you can select. If you are using a *Marquee Signal Switcher*, connect the switcher's RGB output to

INPUT 1 and connect an RS-232 serial communication cable between the switcher and the projector serial port labeled **SWITCHER** (refer back to Figure 2.22). The switcher communication link (permanently set at 9600 baud) enables you to access inputs connected to the switcher in the same manner as those connected directly to the projector. For most other third-party switchers, connect and access sources according to the documentation provided with that switcher.

*NOTE: See 2**.4, Source Connections**, **"Connecting a Switcher"** for complete details.*

If using multiple projectors ➤ Serial Communications

RS-232 NETWORK: To control multiple projectors with a computer/controller having an RS-232 interface, first set them all to the same baud rate needed, then chain the projectors together by connecting the **RS-232 OUT** connector of the first projector (already connected to the computer/controller) to the **RS-232 IN** connector of the next projector in the chain.

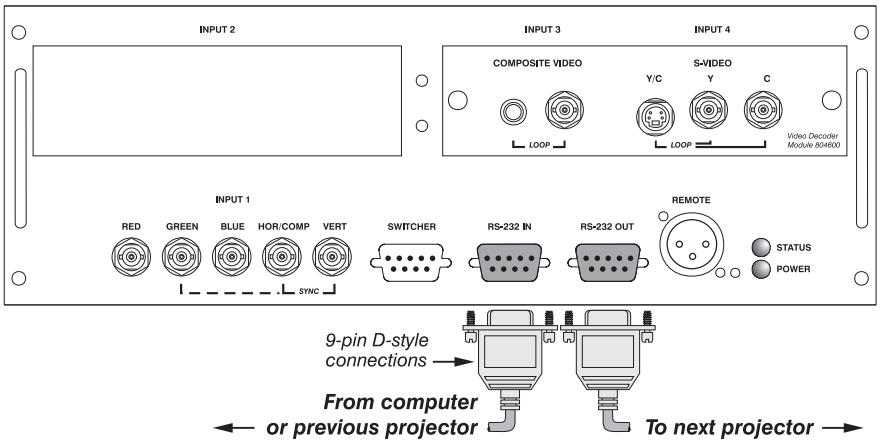


Figure 2.26. Adding Another Projector via RS-232

RS-422 NETWORK: To control multiple projectors with a computer/controller having an RS-422 interface, first set them all to the same baud rate needed, then chain the projectors together by connecting the **RS-422 PORT 2** connector of the first projector (already connected to the computer/controller) to the **RS-422 PORT 1** connector of the next projector in the chain.

IMPORTANT!

Use the RS-422 port **ONLY** if your system supports RS-422 serial communications. Connecting to the RS-422 port with incompatible equipment may **DAMAGE** the equipment.

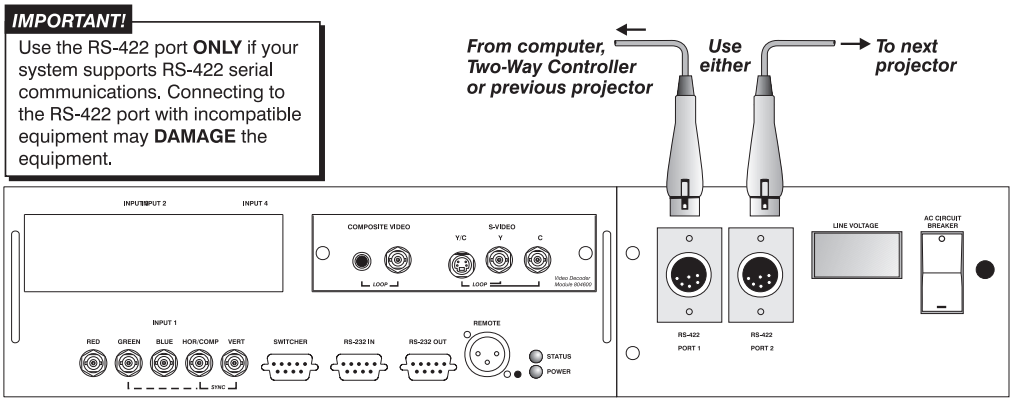


Figure 2.27. Adding Another Projector via RS-422

For either type of network, continue connecting projectors in this manner until you've reached the last projector in the chain, so that only the last projector has an empty **RS-232 OUT** (or **RS-422 PORT**, if applicable). See examples below.

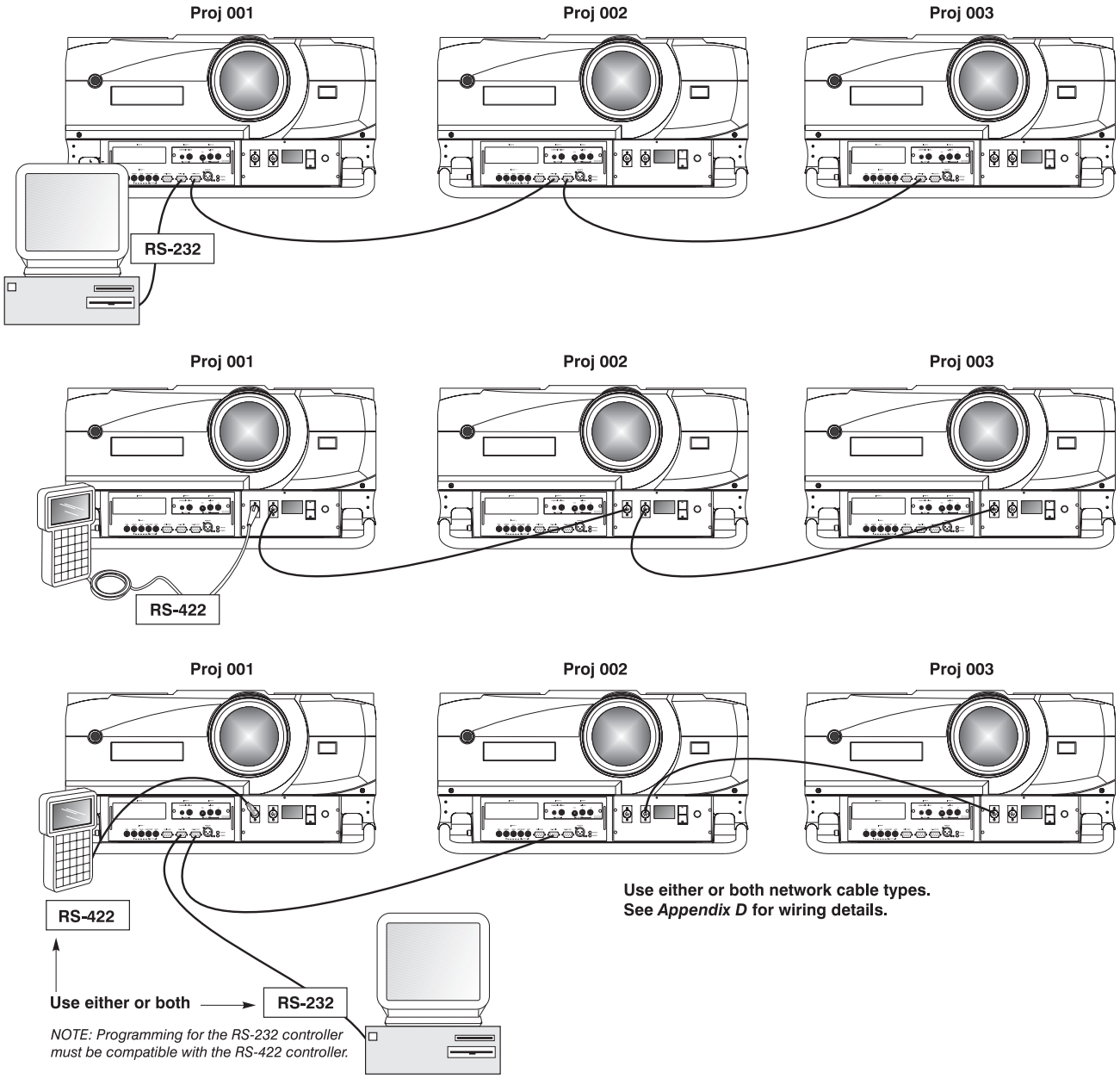


Figure 2.28. Assorted Networks

Note that communication parameters such as baud rate must be set to match the particular controlling device ***before*** connecting as a network—refer to the documentation that came with your controlling device in order to determine the proper baud rate. See *3.7, Adjusting System Parameters and Advanced Controls* if you need help changing the projector baud rate from its default of 38400.

NOTES: ***1)*** *To avoid damage, connect only properly wired serial communication cables. See* ***Appendix D*** *for details.* ***2)*** *It is recommended that each RS-232 communication cable be no more than 25 feet in length. Use high quality cables.*

Projector Numbers ➤

Each projector can be assigned a unique 3-digit projector number (for example, 001). These numbers are necessary when you are working with multiple linked projectors, enabling you to direct commands to a certain projector rather than always broadcasting to the entire network. For complete information on how to assign projector numbers, see *3.7, Adjusting System Parameters and Advanced Controls*.

NOTE: To loop a single incoming video source through to another projector or display device on a network, see ***Video Loop Through*** *in* ***2.4, Source Connections****.*

2.10 Keypad Protocols and Conversion

At manufacture every keypad is assigned "A" as its default protocol, which is simply a collection of settings that determine how the keypad operates. Once assigned, this protocol remains in effect until it is changed—that is, the keypad will operate as it currently does until you change its protocol.

Protocols are most useful for multiple-projector applications. For example, you might want to change a keypad protocol if you are working with two projectors and two remote keypads in the same room and need to control each projector independently (Figure 2.29). When Keypad A has a different protocol than Keypad B, each keypad communicates *only* with the projector having a matching protocol. Or, if you have a network of two or more projectors connected together via RS-232 serial ports, you may want only certain projectors to respond to a wired keypad, thus you can use different protocols to limit responses.

NOTE: Matching the protocol on the projector to that of a keypad is done through a setting in the ***Communications*** *menu. See* ***3.7, Adjusting System Parameters and Advanced Controls*** *for further information on how to change the projector's infrared sensor (rear and front) protocol.*

A protocol for either type of remote keypad — IR or wired — can be changed through software commands entered on the keypad. A new protocol set through software commands remains in effect until the keypad batteries are removed and replaced (if an IR remote), or until the keypad is unplugged (if a wired remote). A remote can also be changed manually —you can "hard-wire" new jumper settings inside the keypad so that they remain in effect until you change the hard-wiring. Note that a hard-wired protocol can be temporarily overridden by the software protocol change, effective until the keypad is unplugged and plugged in again (if a wired remote) or until a battery is removed (if an IR remote).

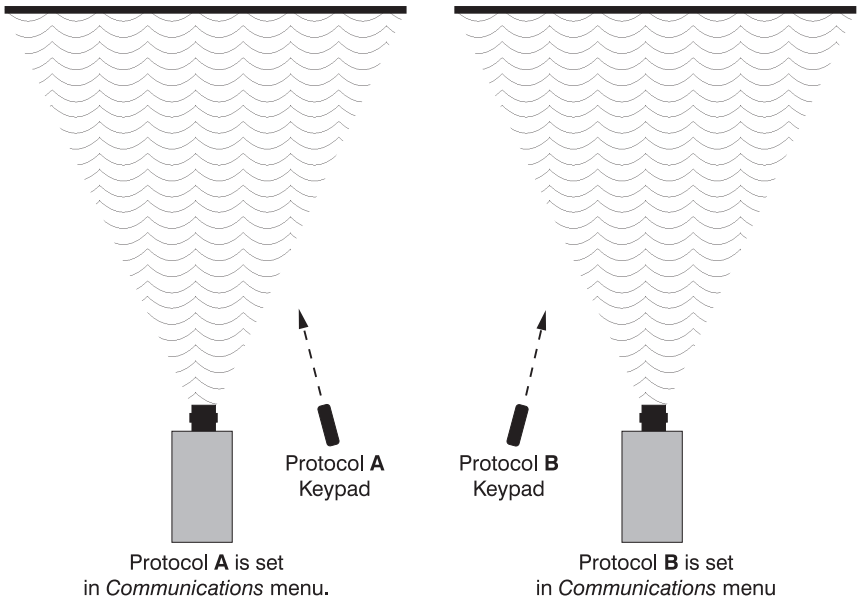


Figure 2.29. Independent Keypads and Projectors

Remote Keypad Protocol — IR OR WIRED KEYPAD —

➤ The standard IR remote keypad or the optional wired remote can be set to one of two different protocols — "A" or "B". To hard-wire a protocol to "A" or "B" in either remote, follow Steps 1 through 5:

Step 1

Unplug the keypad from the projector (applies to wired remote only).

Step 2

Unlatch and open the empty battery compartment on the back of the keypad as shown in Figure 2.30.

NOTE: A wired keypad opens as shown, but a cable passes through the battery compartment cover.

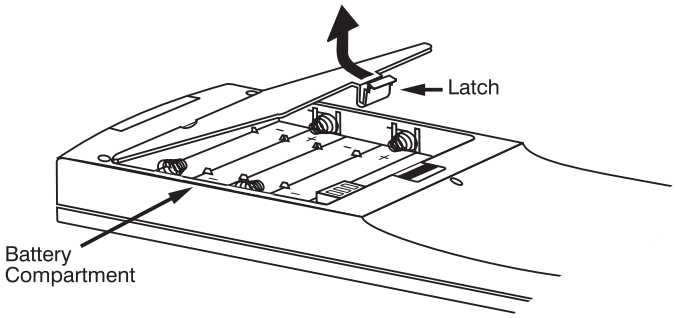


Figure 2.30. Opening the Keypad

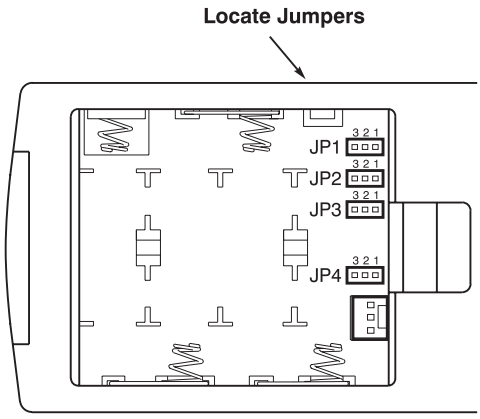
Step 3

Find the 4 jumpers located along the latching side of the battery compartment. These jumpers set the keypad protocol and other settings so that the keypad functions in a certain manner.

Step 4: Set the Jumpers

Set the jumpers as shown in Figure 2.31. Take care to refer to the correct part of the drawing — IR or wired (optional). Use tweezers or needle-nose pliers to remove and replace each jumper as necessary.

- **J1** jumper: For either remote, set between pins 1 and 2 to set as Protocol “A”. Set between pins 2 and 3 to set as Protocol “B”.
- **J2** jumper: For either remote, set between pins 2 and 3 as shown; otherwise, the projector will not respond correctly to keypad commands.
- **J3** jumper: For the IR remote, make sure that the jumper is set between pins 2 and 3 as shown. For the wired remote, make sure that the jumper is set between pins 1 and 2 as shown.
- **J4** jumper: For the IR remote, make sure that the jumper is set between pins 1 and 2 as shown. For the wired remote, make sure that the jumper is set between pins 2 and 3 as shown.



IR Remote Keypad:

JP1	3 2 1 = PROTOCOL **A** -*or*- 3 2 1 = PROTOCOL **B**
JP2	3 2 1 (ALWAYS)
JP3	3 2 1 DISABLE IR
JP4	3 2 1 WIRED KEYPAD

Wired Keypad:

JP1	3 2 1 = PROTOCOL **A** -*or*- 3 2 1 = PROTOCOL **B**
JP2	3 2 1 (ALWAYS)
JP3	3 2 1 DISABLE IR
JP4	3 2 1 WIRED KEYPAD

Figure 2.31. Locating and Setting the Jumpers

Step 5

Replace battery compartment cover. Plug into projector (wired keypad only) and test.

NOTE: A wired keypad can be converted into an IR remote keypad, and vice versa. Follow the settings shown above, adding or deleting the cable and batteries as required. The cable with 3-pin XLR connector is available separately from your dealer.

SHORTCUT METHOD:

You can also issue software protocol settings through the keypad. These software commands will be lost when the keypad is either unplugged or when a battery is removed — the keypad will revert back to the hard-wired jumper settings (see above) until you enter the software commands again.

Press Input1 Color Pixel Position 1 = Protocol "**A**"

Press Input1 Color Pixel Position 2 = Protocol "**B**"

NOTE: If you change any keypad to a new protocol and the projector stops responding, the projector may be set to a conflicting protocol. Use the projector's built-in keypad to access the ***Communications*** *menu. Under "Front IR" or "Back IR" or "Wired Keypad", select the protocol that matches the new protocol of the keypad at hand. The projector should now respond properly.*

Converting a Keypad ➤

If desired, you can convert an IR remote keypad into a wired remote keypad and vice versa.

TO CHANGE FROM INFRARED TO WIRED:

- Remove battery compartment cover from back of keypad.
- Remove batteries.
- Wait 1-2 minutes.
- Plug the keypad cable (available separately) into the empty battery compartment. Make sure that the battery cover is notched smoothly to accommodate the cable without pinching it.
- Set keypad protocol as desired, using "wired" jumper settings.
- Replace battery compartment cover.
- Plug into the 3-pin XLR port at the front panel of the projector.

TO CHANGE FROM WIRED TO INFRARED:

- Unplug the keypad from the projector.
- Open the keypad back and unplug the keypad cable.
- Wait 1-2 minutes.
- Install batteries (see *Section 4*).
- Set keypad protocol as desired, using "IR" jumper settings.
- Replace battery compartment cover.

Section 3

Operation

3.1 Overview

This section explains how to use the projector once it has been installed. Please read through these pages before using the projector for the first time. A good understanding of projector features and how to access them will help you to take full advantage of the capabilities of the projector within minutes.

NOTE: Installation involves locating the projector and adjusting it for use at that location. If you have not yet installed the projector, refer to ***Section 2, Installation and Setup****.*

3.2 Projector Basics

Most projector functions and adjustments are entered through keypad commands that either control the projector directly or activate a system of intuitive menus. Variations in settings can be defined and retained in the projector's internal memory as a custom *channel*, with up to 99 different channels possible.

Components and functions are illustrated on the following page.

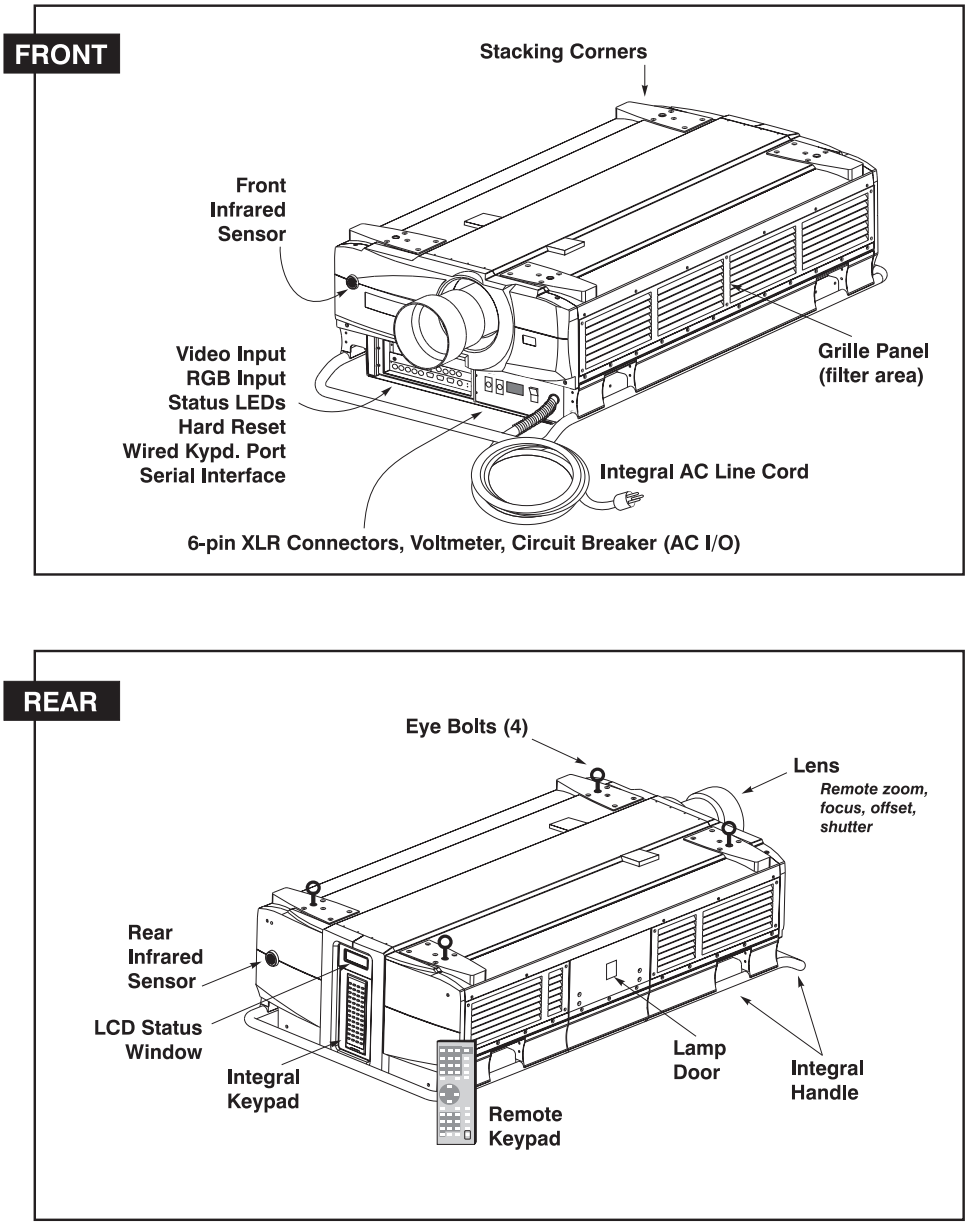


Figure 3.1. Basic Projector Components

Components / Features ➤

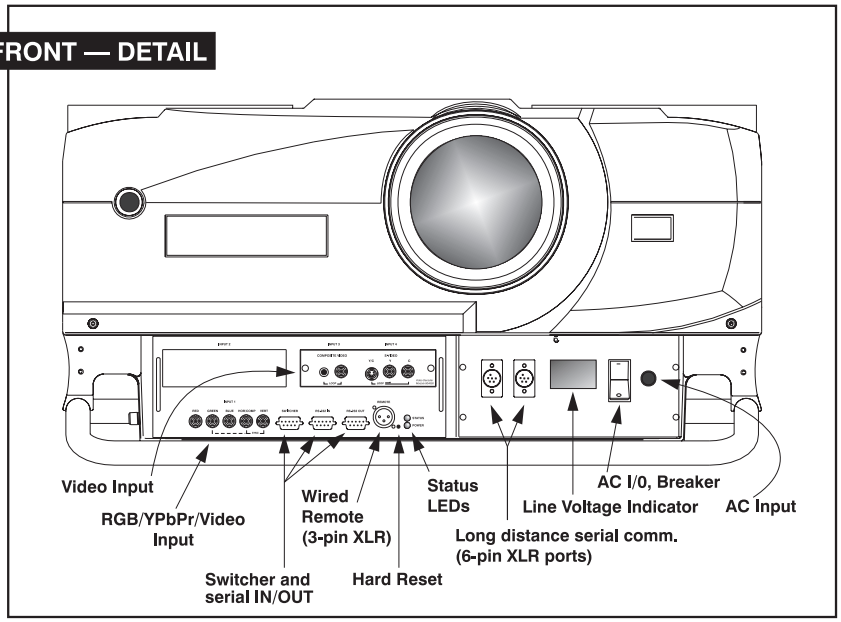
REMOTE ZOOM - Accessed via the Lens key on the keypad, the lens barrel of a motorized zoom lens (optional) rotates to adjust the size of the image at the current throw distance. Minimum and maximum image sizes depend on which zoom lens is installed — see *Section 5, Specifications.* To adjust zoom manually, remove the zoom adapter collar (see *Section 4, Maintenance*) and turn the textured zoom ring by hand.

REMOTE FOCUS - Accessed via the Lens key on the keypad, focus adjusts the sharpness of the image at the current throw distance. Focus cannot be adjusted manually.

REMOTE LENS OFFSET – Accessed via the Lens key on the keypad, vertical and horizontal offsets shift the lens and move the image up or down and left or right. See

Section 2, Installation and Setup for an illustrated explanation of offset ranges for all lenses. Ranges are also listed on page 5-1. Offsets cannot be adjusted manually.

REMOTE CONTROL SHUTTER - Closing the shutter blocks the lens internally and turns the image to off. Although the lamp remains "on", its output is reduced to prevent heat build-up. The shutter is controlled via Shutter* on the keypad.



COMPOSITE/S-VIDEO INPUT - Accepts a composite video and S-Video signal from devices such as VCRs. This input is optional on this projector.

RGB INPUT - Accepts RGB and sync signals from devices such as computers, as well as composite video, S-Video or YPbPr component signals.

RS-232 SERIAL INTERFACE (WITH LOOP THROUGH) - Allows one or more projectors to be remotely controlled by a computer or controller, and provides a communications connection for *Marquee Signal Switchers*.

RS-422 SERIAL INTERFACE (WITH LOOP THROUGH) - Allows one or more projectors to be remotely controlled by an RS-422 compatible computer or controller (such as the *Two-Way Controller* accessory). RS-422 communications can travel greater distances than can RS-232 communications, and require RS-422 compatible equipment.

⚠ ***AC LINE CORD INPUT -*** The projector requires AC power of 200 to 240 VAC, 50 to 60 Hz (15 amps @ 200 VAC). Always use the projector's integral line cord, and never alter this cord or plug. See complete power specifications in *Section 5*.

⚠ WARNING ⚠

Do not attempt operation if the AC supply is not within the specified voltage and power range.

STATUS/POWER LEDS - Two LEDs (light emitting diodes) located in the lower right corner of the front connector panel indicate projector "Status" (top) and "Power" (bottom). During normal operation, the "Power" light is steady green and the "Status" light flashes green each time a key is pressed or when the projector receives a serial command. Use the following as a guide:

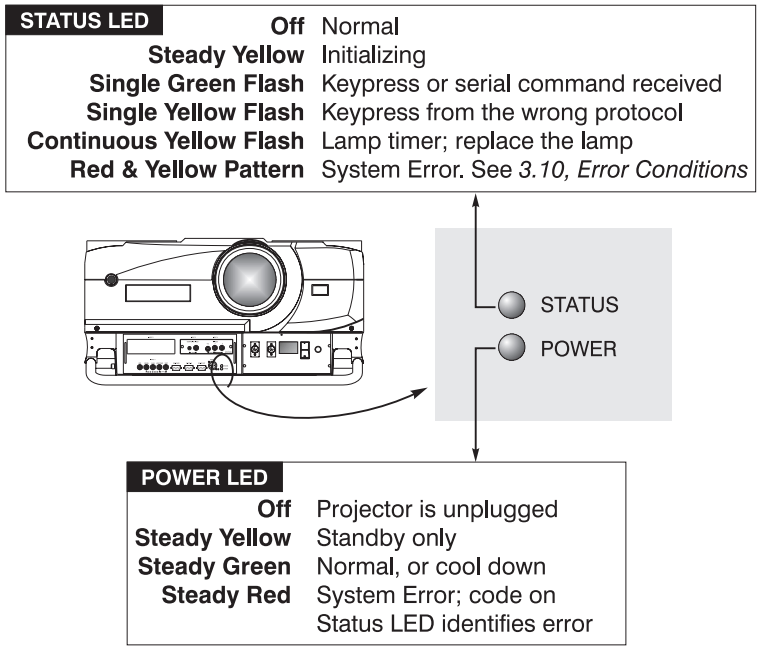

STATUS LED
Off Normal
Steady Yellow Initializing
Single Green Flash Keypress or serial command received
Single Yellow Flash Keypress from the wrong protocol
Continuous Yellow Flash Lamp timer; replace the lamp
Red & Yellow Pattern System Error. See 3.10, Error Conditions
STATUS
POWER
POWER LED
Off Projector is unplugged
Steady Yellow Standby only
Steady Green Normal, or cool down
Steady Red System Error; code on Status LED identifies error

Figure 3.2. Reading the Status LEDs

NOTE: A steady red power light accompanied by a coded pattern of red and yellow flashes from the status light indicates an internal system error. Consult the rear LCD display for an explanation, and see ***3.10, Error Conditions****. If the problem persists, contact a qualified service technician available through your dealer.*

AC ON/OFF (20 A CIRCUIT BREAKER) – Detects faulty AC and automatically shuts down the projector to prevent damage. Keep the switch in the ON position so that AC will reach the projector, as indicated by the adjacent Line Voltage Indicator—you will then be able to power the projector on/off by using the Power* key. If the AC switch moves to the OFF position during operation, the projector will power off—restart by first moving the AC switch back to its ON position, then try powering up as usual (press Power*). If the breaker continues to "trip" (move to OFF), the projector will remain inoperable until your AC problem is corrected. It is recommended that the switch remain in the ON position at all times. Turn the projector off with the AC switch only if the fans have stopped, typically about 5 minutes after powering off with Power* key.

LINE VOLTAGE INDICATOR (VOLTMETER) – During operation, this window displays the number of AC volts the projector is receiving from the AC source. The window is dark only when **1)** the projector is unplugged or **2)** there is no incoming AC, due to the AC on/off switch being set to OFF or **3)** improper AC (inadequate, excessive or faulty) has automatically triggered the circuit breaker to open, causing a shutdown of the projector. Monitor and make sure the display reads within the acceptable AC range (see *Section 5*) at all times.

WIRED REMOTE KEYPAD CONNECTOR (3-pin XLR) - For optional tethered remote control of the projector.

BUILT-IN KEYPAD - Alternative location for entering commands that control projector performance.

LCD STATUS DISPLAY – Visual feedback for monitoring projector activities and status.

INFRARED SENSORS - The infrared (IR) sensors on the front and rear of the projector receive infrared signals from the IR keypad for remote control of projector functions. For proper operation make sure that these sensors are not blocked.

HARD RESET - Emergency access for powering down the projector in the event of a system failure. Insert a pen point or very small screwdriver.

EYEBOLTS – Screw eyebolts into 4 corner holes (top or bottom) to hoist or suspend a projector. See *Section 2* for details.

SIDE HANDLES - For safety straps when hoisting, or for brief hand transport.

STACKING CORNERS - For secure stacking of projectors on the floor (maximum of three high). *NOTE: All other stacking configurations require a separate hardware accessory kit. See* ***Section 2****.*

⚠ WARNING ⚠

When hoisting or stacking projectors, use Christie stacking hardware (available separately).

LAMP DOOR - For access/replacement of the interior lamp module. *NOTE: Lamp replacement requires a qualified service technician.*

FILTER SIDE GRILLE - Louvered grille for air intake. Remove to replace air filters.

3.3 Using the Keypad

The keypad appears in three locations:

- ***Built-in*** to the rear of the projector
- ***Infrared (IR) Remote*** for tetherless control up to 100 feet away
- ***Wired Remote*** (optional) tethered to the front of the projector

While each keypad is identical in layout and provides complete control of the projector, you may find one keypad more convenient than another for your specific installation and application.

Built-in ➤ The built-in keypad is located at the rear of the projector. An LCD window above this keypad provides feedback regarding current status and activities of the projector.

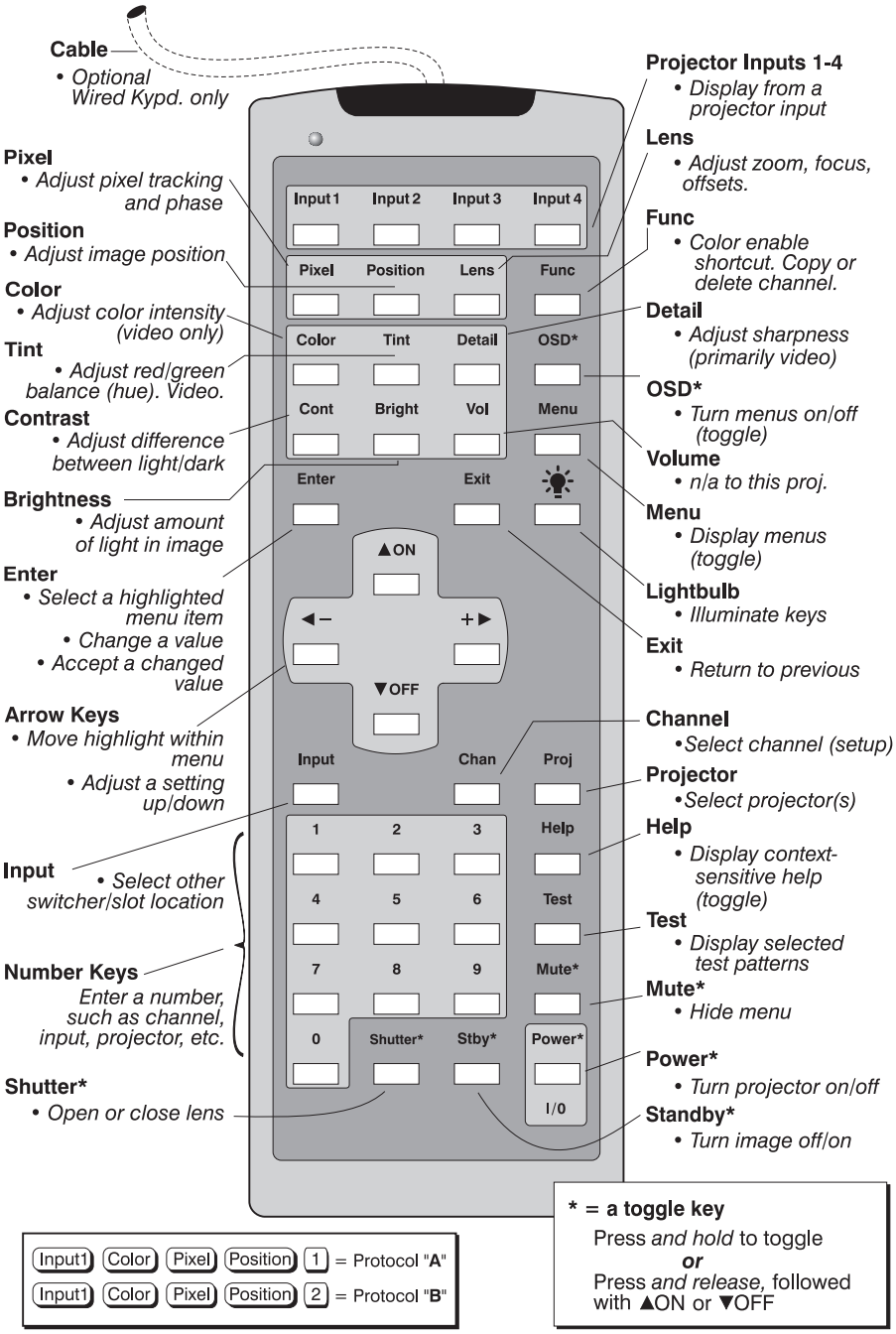


Figure 3.3. Keypad

IR Remote ➤ The IR Remote Keypad controls the projector by way of wireless communications from a battery-powered infrared (IR) transmitter. Use the IR remote keypad the same way you would use a remote keypad supplied with a TV or VCR. When making key presses, direct the keypad either toward the screen or toward the front or rear of the projector. One of two sensors on the projector will detect the signals and relay the commands for internal processing.

Wired Remote ***—OPTIONAL—*** ➤ The wired remote keypad connects to the 3-pin XLR jack via a 50 ft. cable. It is recommended when:

- the rear keypad is inaccessible
- the lighting conditions are unsuitable for proper IR transmission
- you want to use a separate keypad for each projector in a group

*NOTES: **1)** For extra long distances and/or harsh environments, you may prefer to use an optional remote **Two-Way Controller** to control the projector. For operating details, please see the **Two-Way Controller User's Manual** included with this accessory. **2)** Old VistaGRAPHX "Roadie style" keypads can be used with this projector, but most [Func] key codes listed on the back are different and do not apply.*

Guide to Keypads ➤ Keep in mind the following guidelines:

1) Press keys one-at-a-time; there are no simultaneous key presses required.
2) For any key having an "*" ([Power*], for example), hold the key for approximately 1 second in order to toggle the function with a single key press. For other keys (or to use a "*" key in conjunction with [▲ON] or [▼OFF]), a momentary press similar to a mouse click is sufficient.
3) Press the "lightbulb key" to temporarily illuminate the backlight for the keys without sending any other command.
4) [◄–], [+►], [▲ON] , and [▼OFF] repeat their "arrow" actions when held down. For other keys, release and press again to repeat an action. In a serial network, pause briefly between adjustments to ensure that more distant projectors can "keep up" with the commands.
5) If you press a key while the projector is busy with another action, such as during a power-up, the key press may not take effect.

When you turn on the projector it begins operating at *presentation level,* such as an image from the most recently used source signal. The projector temporarily leaves presentation level whenever you use the keypad to work with control settings, display menus, or on-line help. For example, pressing [Menu] after startup displays the main menu — presentation level is no longer active, although the image still appears in the background. Press [Menu] again (or [Exit]) to return or leave the menu system and return to presentation level.

Keypad Commands ➤ Specific keypad commands are explained below:

[Power*] ***Power ON/OFF***

Press and hold for approximately 1 second to turn the projector on or off with a single key press (note the AC I/O switch must be on). Or press [Power*] followed immediately by [▲ON] or [▼OFF] if you want to guarantee the correct toggle (useful if you are unsure of the present status).

*NOTES: **1)** Whenever the projector is turned off, the lamp cooling fans remain on for about five minutes to cool the lamp. **2)** It is a good idea to avoid turning a projector back on until it has been off for a few minutes. Hot re-strikes of the lamp may reduce lamp life. **3)** Do not turn off with the AC I/O switch.*

[Input1] ***Input 1***

Press [Input1] to select the source connected to **INPUT 1** on the projector (data input). This is the same as entering [Input] [0] [1] .

Input2 *Input 2*

Press Input2 to select the source connected to **INPUT 2** on the projector (an optional interface). This is the same as entering Input 0 2 .

Input3 *Input 3*

Press Input3 to select the source connected to **INPUT 3** on the projector (composite video). This is the same as entering Input 0 3.

Input4 *Input 4*

Press Input4 to select the source connected to **INPUT 4** on the projector (S-Video). This is the same as entering Input 0 4.

Input *Input*

Press Input *n* *n* when you want to display from a specific source location, such as a switcher connected serially to the projector's switcher port. The first digit represents the number you have assigned to your switcher (usually 1-9, or "0" for one of the four inputs on the projector). The second digit represents the switcher's slot number (1-9). For example:

Input 1 2 = display data from switcher 1, slot 2.

NOTES: 1) Although you don't need to use the input key unless a switcher is connected to the projector, you can also use Input *to access the four input "slots" on the projector itself: use* 0 *as the first digit (representing the projector as the switcher), then* 1, 2, 3 , *or* 4 *as the second digit (the desired input slot number).* 0 *in combination with higher numbers is an invalid entry. 2) See* ***3.5, Using Channels and Inputs*** *for a detailed explanation of inputs.*

NOTE: Input *key behavior during a presentation depends on whether or not the* ***Display Channel List*** *option is selected in the* ***Preferences*** *menu. You can choose to have on-screen feedback when you press* Input*, or you may prefer to enter the desired source location "blind", i.e., without on-screen feedback. See* ***Preferences*** *later in this section.*

Chan *Channel*

Press Chan to select a specific source setup (*channel*) defined and stored in projector memory. Once you enter a 2-digit channel number (or, if there is a list displayed, highlight it and press Enter), the display will automatically change and update according to the numerous setup parameters defined for that channel.

NOTE: Chan *key behavior during a presentation depends on whether or not the* ***Display Channel List*** *option is selected in the* ***Preferences*** *menu. You can choose to use a scrollable list of channels when you press* Chan*, or you may prefer to enter the desired channel number "blind", i.e., without on-screen feedback. See* ***Preferences*** *later in this section.*

Stby* *Standby*

Press Stby* and hold for approximately 1 second to blank all display while keeping the projector in a warmed-up and ready state. Or quickly press and release Stby* and follow immediately by ▲ON or ▼OFF if you want to guarantee the correct toggle (useful if you are unsure of the present status). Note that the lamp and electronics remain ON in standby mode, even though the image turns to black and most

functions are disabled. To leave standby press and hold Stby* again (or use Stby* ▼OFF). Or simply press Exit or Menu.

Menu

Menu

Press Menu to display the *Main* menu. A list of several options appears for access to specific functions, such as *Channel Setup* or *Image Settings*. Press Menu again to remove all menus and return to presentation level.

Enter

Enter

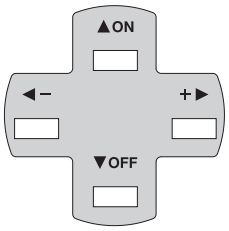
Press Enter to select a highlighted item, to toggle a checkbox (checked vs. unchecked), or to accept a parameter adjustment and return to the previous menu or image.

Exit

Exit

Press Exit to return to the previous level, such as the previous menu.

*NOTE: Exit does **not** save changes within text editing boxes (including number editing of a slidebars) or within pull-down lists. It acts as a "cancel" in these cases.*



Arrow Keys

The arrow keys have a variety of functions depending on the situation. Some typical uses are described below. See also *Editing Text* later in *Section 3*.

- Use ◄– or +► to change a slidebar value—hold as desired for continuous adjustment (*note the adjustment increments and range depend on the parameter being adjusted*).
- Use ◄– or +► to change to a different option within a pull-down list without having to display the list first
- Use ◄– or +► to jump between "pages", such as in *Help* or lengthy pull-down lists.

▲ON *or* ▼OFF

Use the ▲ON or ▼OFF keys to navigate within a menu, pull-down list or text box, or to increase or decrease the value in the second (bottom) slidebar of a double slidebar.

You can also use ▲ON or ▼OFF in conjunction with certain *toggle* keys—i.e., those including an asterisk symbol—to ensure a toggle *only* in the desired direction. When turning the projector on, for instance, you may be too far from the projector to know whether it is really off or if the shutter is merely closed. If you press Power* and hold it for approximately 1 second in hopes of turning the projector *on*, the projector will actually turn *off* if the projector was already on. Instead, to avoid the risk of toggling in the wrong direction, quickly press *and release normally* the function key you wish to toggle (in this case Power*). Then immediately (within 2 seconds) press either ▲ON or ▼OFF as desired. The specific toggle will occur.

Toggle keys are labeled with an asterisk on the keypad. They are listed below:

- Shutter* + ▲ON = close the shutter
  Shutter* + ▼OFF = open the shutter
- Stby* + ▲ON = put the projector in standby mode
  Stby* + ▼OFF = leave standby
- Power* + ▲ON = turn the projector on
  Power* + ▼OFF = turn the projector off

- Mute* + ▲ON = turn the menu display on
  Mute* + ▼OFF = turn the menu display off
- OSD* + ▲ON = turn the menu system on
  OSD* + ▼OFF = turn the menu system off

Color *Color*

Press Color to adjust the color saturation level, i.e. the amount of color in a video image. Lower settings produce less saturated colors — a setting of "0" produces a black and white image, for example. If the color level is too high, colors will be overpowering and unrealistic. Use ◄– and +► until the desired color saturation level is displayed.

Tint *Tint*

Press Tint to adjust the red/green color hue for true color reproduction of video and HDTV signals. For best results, adjust tint while displaying an external test pattern—otherwise, it is recommended that tint remain at its default setting. Use ◄– and +► until the desired tint is achieved. This function can be used with digital sources.

Detail *Detail*

Press Detail to adjust the sharpness of a video image (it is of limited use for non-video). Use ◄– and +► until the display is as sharp as desired, keeping in mind that any level of detail above 3 will also introduce a certain degree of noise in the image. Set below 3 to filter the signal and remove noise from a noisy source.

Cont *Contrast*

Press Cont to change the amount of white in your images. Use ◄– and +► until you reach the desired level of contrast—for best results, start low and increase so that whites remain bright but are not distorted or tinted, and that light areas do not become white (i.e., are "crushed"). Conversely, low contrast causes dim images. See *3.6, Adjusting the Image (Image Settings* subsection).

Bright *Brightness*

Press Bright to increase or decrease the amount of black in the image. Use ◄– and +► until you reach the desired level of contrast—for best results, start high and decrease so that dark areas do not become black (i.e., are "crushed"). Conversely, overly high brightness changes black to dark gray, causing washed-out images. See *3.6, Adjusting the Image (Image Settings* subsection).

Vol *Volume*

This key is not functional on this projector, as there is no audio capability.

Proj *Projector*

Press Proj when you want to access a specific projector within a network or if you simply need to see if the local projector is listening. The number appearing in the "Enter Number" window indicates which projector is currently listening to commands, and will match the projector number that has been defined in its *Preferences* menu.

The "Projector" checkbox (read-only) shows whether or not the projector physically connected to a keypad is listening to commands from that keypad. A checkmark

means that connected projector is listening; if there is no checkmark, you are communicating with a different projector.

To use a specific projector, enter the 3-digit number assigned to the projector you want to use. Press [Enter] to select, press [Exit] to cancel. If you switch to a projector other than the one you are currently using, the checkmark will be deleted.

To broadcast to multiple projectors, press [Proj] and then [Proj] again ***without*** entering a projector number. Keypad commands will then affect all projectors present.

NOTES: 1) The "Broadcast Keys" option in the Communications menu must be selected for only ***one*** *(any) projector in a serial network. The keypad in use must be OFF (disabled) for the remaining projectors. See* ***2.10. Keypad Protocols and Conversion****, and* ***3.7, Adjusting System Parameters and Advanced Controls.***

[Pixel] *Pixel*

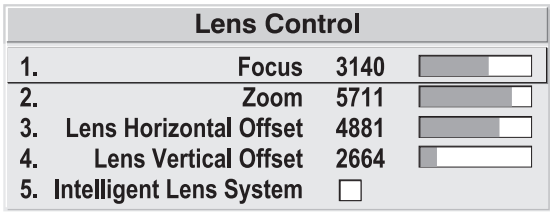
Press [Pixel] to access the pixel tracking and pixel phase double slidebar. Adjust pixel tracking first: use [◄–] and [+►] to increase or decrease the frequency of the pixel sampling clock to correct image consistency and aspect ratio. For proper phase, use [▲ON] and [▼OFF] to increase or decrease pixel phase so that any shimmer disappears and the image is stable throughout. See *3.6, Adjusting the Image (Size and Position* subsection) for a complete explanation of tracking and phase.

[Position] *Position*

Press [Position] to move the image using the double slidebar. At the slidebar, use [◄–] and [+►] to move the image left or right, use [▲ON] and [▼OFF] to move the image up or down. Note that [Position] does not affect lens position, but rather what portion of the available pixel area (1024 X 768) in the projector is used for displaying the incoming signal.

[Lens] *Lens*

Press [Lens] to display the *Lens Control* menu ,where you can access motorized control of horizontal/vertical offsets, focus and zoom, or turn the *Intelligent Lens System*™ on or off. All slidebars are adjusted with [◄–] and [+►].



NOTE: Since the direction of lens travel affects the exact final position of the lens, setting a lens position (focus, zoom or an offset) may cause the lens to reverse its direction of travel, depending on its starting point, so that it approaches the setting from the correct direction. Any even-numbered setting is approached from above (the slidebar values will decrease), any odd-numbered setting is approached from below (the slidebar values will increase).

FOCUS: Adjust the image clarity.

ZOOM: Enlarge or shrink the image (requires a zoom lens).

HORIZONTAL OFFSET: Shift the lens and image left or right.

VERTICAL OFFSET: Shift the lens and image up or down.

INTELLIGENT LENS SYSTEM: Enable "Intelligent Lens System" to add the 4 lens positions—focus, zoom, horizontal and vertical offset—to the current channel settings recorded in projector memory (see *3.5, Using Inputs and Channels* if you are unfamiliar with channels). This feature is particularly useful if you are using sources with radically different aspect ratios, such as anamorphic vs. 5:4. When switching to and from such displays, for example, the lens will automatically move to the last position defined for each channel, automatically optimizing the display for focus, zoom and offsets. Delete the checkmark if you want to use consistent zoom, focus and offset settings for all channels—the lens will not move unless you re-adjust a lens setting.

Shutter* ***Shutter***

Press and hold Shutter* for approximately 1 second to toggle the shutter *closed* or *open* with a single key press (this also blanks the image electronically). Or quickly press and release Shutter* and follow immediately with ▲ON or ▼OFF if you want to guarantee the correct toggle (useful if you are unsure of the present status). Close the shutter whenever you want to mute all display yet maintain access to projector functions. Open the shutter to regain the display.

NOTES: ***1)*** *The status of the shutter is shown in the LCD window on the rear panel of the projector.* ***2)*** *Upon power-up, the shutter is open.* ***3)*** *The lamp remains on.*

Mute* ***Mute***

Use Mute* to temporarily hide the current menu—press and hold for approximately 1 second to toggle the menu on or off with a single key press. Or quickly press and release Mute* and follow immediately with ▲ON or ▼OFF if you want to guarantee the correct toggle (useful if you are unsure of the present status).

Func ***Function Key***

From presentation level, press Func followed by a 2-digit number to enable a specific color or colors in the display. For example, Func 6 4 will display only red and green data, Func 6 7 will display all colors data. The list of available color combinations is shown below and also appears on the back of the IR remote keypad. Color enabling can also be accessed in various locations within the menu system.

Func 6 1 = Red
Func 6 2 = Green
Func 6 3 = Blue
Func 6 4 = Red and Green
Func 6 5 = Green and Blue
Func 6 6 = Red and Blue
Func 6 7 = All colors (Exit does the same thing)

NOTE: Once Func *is pressed in presentation level, the projector will not respond to non-numeric entry until 2 digits have been entered or 5 seconds have elapsed.*

Use of the Func key within the menu system is noted with the appropriate topic elsewhere in *Section 3*. For example, press Func in the *Channel Setup* menu to enable deletion or copying of a channel.

OSD* ***OSD (On-screen display)***

Press and hold OSD* for approximately 1 second to toggle menus on or off (i.e., visible or invisible). Or press OSD* followed immediately by ▲ON or ▼OFF to guarantee the correct toggle direction (useful if you are unsure of the present status). Note that invisible menus are fully functional.

*NOTES: 1) With OSD on, you can still hide menus, error messages, slidebars, etc. with the appropriate setting in the **Preferences** menu. 2) The status of the [OSD*] key is displayed in the LCD window at the rear of the projector.*

[Help] Help

Press [Help] for detailed information about any current menu and highlight. Press [Help] again to exit. From presentation level, press [Help] to access the *General Help* menu consisting of *Using Help, Setup, Keys, Source (Input) Selection, Stat/Pwr LEDs* and *Using 3D.* Press [Exit] to leave *General Help* and return to presentation level.

[Test] Test

Press [Test] to display one of the several available test patterns. Press [Test] again to display the next available pattern in the sequence. [Test] will exit after the last pattern, or press [Exit] at any time to remove the current test pattern from the screen and return to presentation level.

*NOTE: For a complete list of all test patterns, see the **Advanced** menu description later in Section 3.*

Keypad operating settings (protocols)

The remote keypad and the optional wired keypad both store keypad operating settings (called *protocols*) in memory. In some advanced applications, such as when you want to use two separate keypads to control two projectors independently, you may want to override the original protocol set at manufacture (which is "A or B") for one of the keypads. See section *2.10, Keypad Protocols and Conversion* for complete instructions.

3.4 Navigating the Menus

Most of the controls for the projector are accessed from within the projector's menu system. There are several groups of related *functions*, with each group selectable from the *Main* menu as shown at right. Press [Menu] at any time to display the *Main* menu.

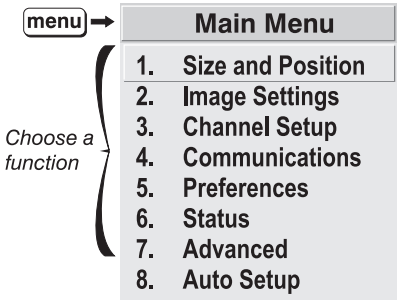


Figure 3.4. Main Menu

On the keypad, either enter the number corresponding to the function menu you wish to access, such as [2] for the *Image Settings* menu, or use the [▲] [▼] keys to highlight the desired option and press [Enter]. The function menu you selected will then appear. If you select "Auto Setup", this will not activate a separate function menu but rather begin an automated process of optimizing critical display parameters such as size, position, pixel tracking, etc., for the current source.

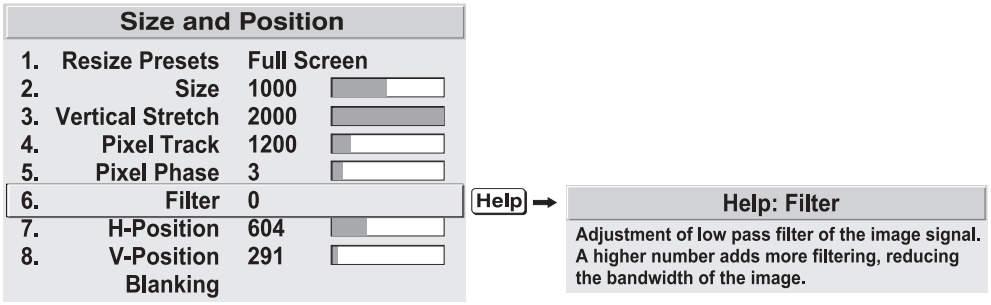
Once you have a function menu displayed, navigate in a similar manner—enter a menu option number for any numbered option, or use [▲] [▼] to move the highlight and press [Enter] at the desired option. Extra long menus have a scroll bar on the right–use the arrow keys to access the remainder of the menu. Locked items or items that do not pertain to the current action appear dimmed and cannot be selected.

NOTES: ***1)*** *If there is no signal present, all source-dependent adjustments are disabled.* ***2)*** *After 15 minutes of inactivity, the projector leaves the menu system and returns to the presentation.* ***3)*** *The* ***Status*** *menu is read-only.*

When finished with a function menu, do one of the following:

- Press Exit to return to the previous screen
- Press Menu to leave the menu system and return to the presentation

On-line Help ➤ If at any time you are uncertain what to do next, press Help to display detailed information about the current menu or highlighted option. A scroll bar appears on the right-hand side of a help window if there is additional text–use the arrow keys to scroll. Press Help again to exit.


Size and Position
1. Resize Presets Full Screen
2. Size 1000
3. Vertical Stretch 2000
4. Pixel Track 1200
5. Pixel Phase 3
6. Filter 0
7. H-Position 604
8. V-Position 291
Blanking
Help
Help: Filter
Adjustment of low pass filter of the image signal. A higher number adds more filtering, reducing the bandwidth of the image.

From presentation level, press Help to access general *Help Topics*. Scroll as necessary within a topic. Press Exit to return to your presentation.

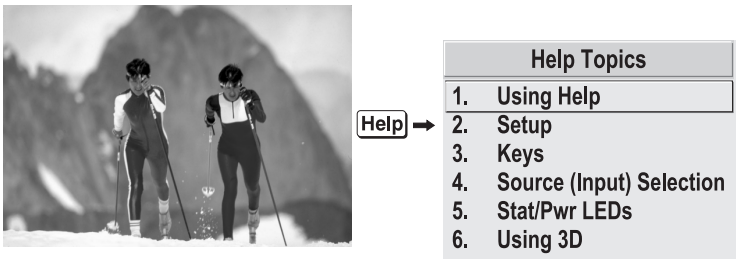


Figure 3.5. Accessing General Help Topics

At the bottom of some menus, a line of hint text also appears.

Time-outs ➤ Whenever the projector is not at presentation level, such as when there is a slidebar, menu, message or test pattern displayed, you have limited time in which to make a keypad entry before the projector returns to presentation level and the graphic disappears. These time-outs vary depending on the current display, as shown in the following chart:

TIME-OUTS	
Slidebar (from pres.)	5 seconds
Slidebar (from menu)	15 minutes
Lamp Timer Msg.	30 seconds
Channel entry	5 seconds
Other	15 minutes

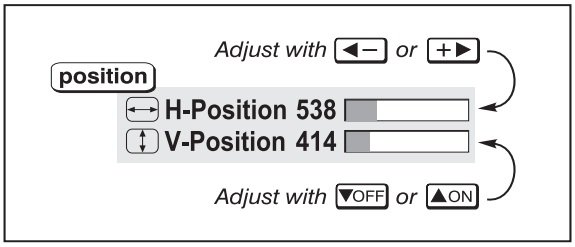
Using Slidebars and Other Controls

➤ Most of the function menus allow you to change settings by using slidebars, checkboxes, and pull-down lists. To select a slidebar, toggle a checkbox status, or view a pull-down list, do one of the following within the function menu:

- Enter the menu option number corresponding to the setting you wish to change (for example, press 2 to select Vertical Stretch in the *Size & Position* menu).
- Or move the highlight to the option desired and press Enter.
- Or move the highlight to the option desired and press ◄– or +►.
- Or bypass the menus entirely and use a single key to immediately access an adjustment during your presentation (*NOTE: applies only to options having their own key, such as Color, Tint, Detail, Contrast, Brightness, Pixel and Position*).

Once selected, change the setting as desired (see below) and press Enter to save and return to the current function menu.

Slidebars in menus – The current value for a given parameter, such as size or vertical stretch, appears to the left of its slidebar icon (window). This number often expresses a percentage, or it may have units associated with it (such as pixels, degrees Kelvin, etc.), depending on the specific option. Press ◄– or +► to gradually adjust the setting up or down—both the number and the length of the bar change accordingly (for continuous adjustment, hold down the desired arrow key). Or press Enter to activate a slidebar text box for specific number entry via the keypad, then press Enter or ◄– or +► to save (or press Exit to cancel).



Double slidebars - In double slidebars, such as the pixel tracking/pixel phase double slidebar, adjust the top slidebar with ◄– or +► as desired. When you have finished with the top slidebar (whether changed or not), adjust the bottom slidebar with ▲ON or ▼OFF. When you are done, press Exit to return to your presentation. For fast continuous adjustments, hold down the desired arrow key.

"Direct" slidebars - For quick access, you can often use a slidebar (or double slidebar) without traveling the menu system. For example, simply press Cont to immediately display the same contrast slidebar accessed with the **Contrast** option in the *Image Settings* menu. Direct slidebars are listed below.

LIST OF DIRECT SLIDEBARS	
H-Position or V-Position	Position
Pixel Tracking or Phase	Pixel
Volume	VOL
Contrast	Cont
Brightness	Bright
Color	Color
Tint	Tint
Detail	Detail

Use the arrow keys to adjust a direct slidebar, or press Enter and enter a specific number from the keypad , then Enter or ◄– or +► to save *(* or Exit to cancel*)*. When you are done, press Exit to save and return to your presentation.

*NOTES: **1)** You can still adjust a direct slidebar as usual if the menu display is turned off (see OSD* or **Preferences** menu) — the slidebar just won't be visible. **2)** A direct slidebar disappears if it is not used within 5 seconds.*

Checkboxes - Conditions are present if its adjacent checkbox contains a checkmark. To toggle the checkbox, simply highlight and press Enter, or highlight and use +► to check and ◄– to uncheck. For a checkbox that is numbered, simply enter the number of the option to toggle the checkbox.

5. Broadcast Keys ☑

Pull-down lists – To see a pull-down list of options available for a given parameter labeled with a ▼, you can:

- Highlight it and press Enter
- Or enter the menu option number.

Use ▲ON or ▼OFF keys to navigate up and down within the list (the current choice is noted with a small ➤). Press Enter to choose an option from the list, if desired.

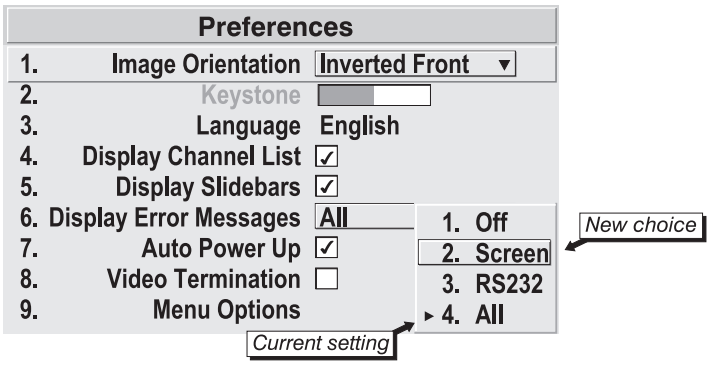


Figure 3.6. Example of Pull-Down List

Or, if you prefer to quickly scroll through a list without first pulling it down, highlight the option and use ◄– or +►. Press Enter when the desired choice appears.

*NOTES: **1)** Press ◄– or +► to jump between "pages" in an extra long pull-down list. **2)** Press Exit while in a pull-down list to **cancel** any change.*

Editing Text ➤

ACTIVATE THE EDIT WINDOW: To enter or edit text, highlight the desired parameter (such as a channel name) and press Enter to activate its adjacent edit window. Any previously entered text is displayed with its first character highlighted in a square cursor, signifying that this character is ready for editing.

NAVIGATE WITHIN THE EDIT WINDOW: Press +► to move the cursor forward or ◄– to move the cursor backwards as desired.

EDIT A CHARACTER: To edit a highlighted character, use ▲ and ▼ to scroll through the alphabet, numbers, spaces and punctuation available. When the character you need appears, press +► to select it—the cursor will move to the next character of current text, if present. Note that you can also enter a number directly from the keypad—it will be accepted and the cursor will move on.

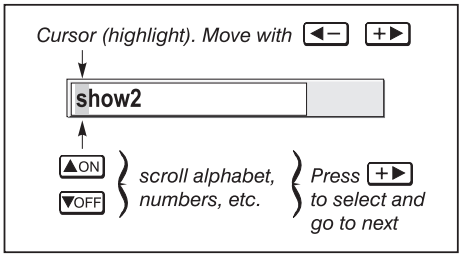
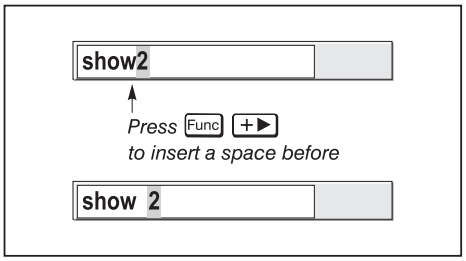
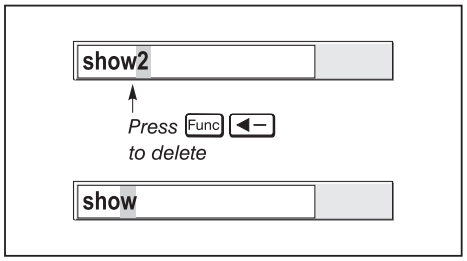


Figure 3.7. Entering Text

ADD OR DELETE A CHARACTER OR SPACE: To insert a space at the cursor location, press Func +►. To delete a highlighted character (or space), press Func ◄–.





PRESS Enter WHEN FINISHED: To accept the edits and move out of the edit window, press Enter.

NOTE: Press Exit at any time to cancel changes and return to the previously-defined text.

Editing Numerical Values ➤ Enter numbers directly from the keypad in order to specify numbers representing projectors, channels (source setups), switchers, or slots. As each digit is entered, it is displayed and the cursor moves on. Note that channel numbers are defined with 2 digits—for example, if you enter only a single digit (like "7") for a channel number, the channel will automatically be defined as "07". Use "07" to utilize this channel.

NOTES: 1) Once you enter the first digit, this digit replaces all old digits. 2) If you press any non-numbered key, the number entered up to that point is accepted and updated as the new value. 3) Press Exit to cancel editing of numerical values.

3.5 Using Inputs and Channels

*NOTE: See **Section 2, Installation and Setup**, for a full explanation of how to connect various sources to the projector.*

The projector stores and automatically recalls up to 99 different channels (source setups) for a variety of inputs. This memory feature allows you to define and conveniently use a wide variety of customized setups rather than having to repeatedly re-configure the projector for different presentations. Each physical source (i.e., *input*) can have several different channels associated with it.

Do I Select an Input Or a Channel? ➤ **INPUT –** An input simply describes a physical location for an incoming signal connection. These connections are always either on the projector itself (one of the four inputs at the front of the projector) or on any switcher connected to the projector's switcher port. Input describes the source signal according to two specific criteria only—to which *switcher* it is connected and to which *slot* it is connected—

and is identified by a 2-digit number entered on the keypad. The first digit specifies the switcher (0-9), the second specifies the slot (1-9). Note that the projector is always considered “switcher #0”, and has only 4 “slots”.

EXAMPLES:

Input 1 3 = use source connected to switcher #1, slot #3

Input 0 1 = use source connected to the projector, slot #1 (i.e., Input1)

SWITCH TO AN INPUT IN EITHER ONE OF TWO WAYS – Pressing the appropriate direct key — Input1, Input2, Input3, or Input4 — is a quick and seamless way to display from one of the four inputs connected at the front of the projector. Or, if your projector has a switcher connected to it at the **SWITCHER** port, press the general Input key and enter the 2-digit number representing the switcher and slot location for the desired signal (note there is no on-screen feedback for entering the numbers). Regardless of which method you use to select a source/input, the image will be displayed according to the following:

If it is the first time you have used the source/input (or if you used the input but did not define a channel by adjusting anything), the projector will recognize the new input signal based on its frequencies and polarities, and will automatically display an image according to default settings for such a signal. Note that a graphic source will resize into a full-screen image, whereas a video or HDTV source will resize as wide as possible while maintaining their original aspect ratio.

If you used the source once before and changed a display parameter such as contrast, V-Position etc., then a channel was automatically created and still exists in projector memory (see below). Using an Input key will automatically recall this channel—and all its setup parameters—and update the display accordingly.

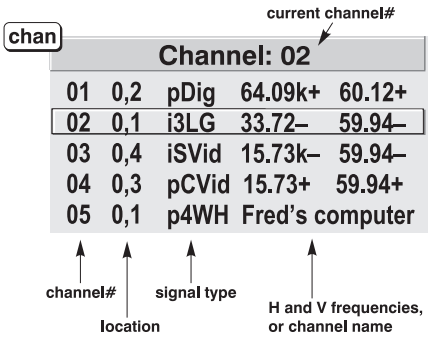
If more than one channel exists for the input, the image will be displayed according to the setup parameters for the first channel with matching characteristics.

CHANNEL - A channel is a collection of measurements, locations and settings that tailor a display to your specific needs. Since source types and applications can vary greatly, you will likely want to adjust and define a wide variety of parameters, such as brightness, contrast, tint, size, etc., in order to customize and optimize the display coming from a particular source. For example, the display settings you choose for a VCR source may be very different from those you choose for a high resolution computer source, or one signal may simply vary from another signal used earlier through the same input location. Once you have adjusted a display parameter, such as pixel tracking or contrast, all current settings are collectively stored in the projector's memory as a unique 2-digit channel, such as 0 9. You can have numerous distinct channels available for the same input, any of which can be selected by using the Chan“key on the keypad followed by the 2-digit channel number.

Shown at right is a sample channel list as would be available from Chan. This is typically called the *channel list*.

*NOTE: The Chan key may display a channel list or not, depending on what you have defined within the **Preferences** menu (see **Preferences** later in this section).*

In order to use channels (Chan on the keypad), you must first create them. See below.



Channel List

Creating a New Channel – AUTOMATIC –

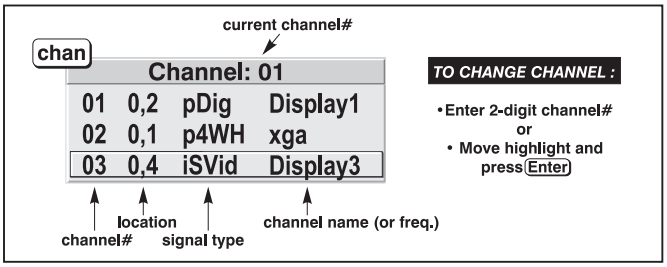
➤ To use a new source with the projector, a new channel must be added to projector memory so that the projector will respond properly to an input signal from that source in the future. A new channel can be created automatically, as described here, or it can be copied from an existing channel and then edited as necessary (see *Copying or Deleting Channels* later in this section).

When you select a direct input (press Input or Input1, Input2, Input3 or Input4), the existing channels in the projector are searched for matching input and signal parameters. If no match to the incoming input signal is found in the currently defined channels, a new channel is temporarily created based on factory-defined defaults for this signal. The *channel number* assigned is the lowest available number from 01-99.

*NOTES: **1)** An automatic channel will be discarded unless one or more of its parameters are changed, and will not appear in the channel list (see below). **2)** If two channels have the same distinguishing source characteristics except for the reversal of sync connectors (i.e., H-sync and V-sync, are switched), they are still defined as distinct channels. **3)** You cannot define a new channel without a signal present.*

If the incoming signal *does* match an existing channel, the image will be set up and displayed as usual according to the parameters currently defined for that channel.

USING A CHANNEL: You can normally select a channel at any time by pressing Chan (see right). If you want to prevent a channel from appearing in this list, you must edit the channel as described in *Channel Edit* later in this section. Such a channel can still be selected by entering its number as shown at right.



*NOTES: **1)** The current channel is highlighted upon entering the channel list, or, if this channel is not displayed here, the first channel in the list is highlighted. **2)** Channels created automatically do not appear in the channel list unless a parameter has been changed.*

What Channels Are Defined So Far?

All available channels are listed in the *Channel Setup* menu, which describes how each channel can be accessed and which serves as the gateway for editing, copying and deleting channels.

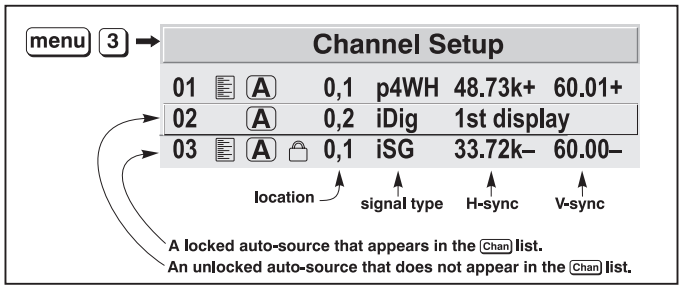

menu 3
Channel Setup
01 A 0,1 p4WH 48.73k+ 60.01+
02 A 0,2 iDig 1st display
03 A 0,1 iSG 33.72k– 60.00–
location
signal type
H-sync
V-sync
A locked auto-source that appears in the Chan list.
An unlocked auto-source that does not appear in the Chan list.

Figure 3.8. All Channels Appear in the Channel Setup Menu

From the presentation level press Menu to display the *Main* menu. To display the *Channel Setup* menu, press 3, or move the highlight to the *Channel Setup* option and press Enter. The *Channel Setup* menu will appear (see sample at right), with the active channel highlighted.

WHAT APPEARS IN CHANNEL SETUP MENU? This menu lists all channels defined so far and indicates how they are connected to the projector. The far left column lists channel numbers currently defined. The values in the far right columns indicate horizontal and vertical frequencies—if someone has defined a name for this channel, it appears here instead. Remaining columns contain details pertaining to each channel setup, such as its switcher number, slot location, a variety of icons indicating access to each channel, and an abbreviated description of each signal type. See *Editing a Channel Setup* for details.

NOTE: If you have more than a handful of channels, use ◄– and +► to see the remaining channels not visible in the initial display of channels.

SIGNAL TYPE — Either channel list, whether the Chan key list or the *Channel Setup* menu, identifies signal types in a shortened form as defined below. These descriptors indicate what signal information the projector uses to identify a match for a given channel, and are preceded by either an “i” (interlaced signals) or “p” (progressive signal“). See Table 3.1.

Table 3.1. Abbreviations for Signal Type

Abbrev.	*Signal Type*
4WH	Composite (4 wire) on HC input
4WV	Composite (4 wire) on V input
SG	Sync-on-green
SR	Sync-on-red
5W	Separate H,V
5WR	Separate H,V swapped
SVid	S-Vid
CVid	Composite Video
3LH	Tri-Level on HC input
3LV	Tri-Level on V input
3LG	Tri-Level on green
E3LH	European Tri-Level on HC input
E3LV	European Tri-Level on V input
E3G	European Tri-Level on green
Dig	Digital

FUNCTIONS WITHIN THE CHANNEL SETUP MENU —To copy, delete or edit a channel, highlight the desired channel in the *Channel Setup* menu and do one of two things:

- Press Func if you want to copy the selected channel or delete this or other channels. See *Copying or Deleting a Channel* below.
- Press Enter if you want to edit channel setups (i.e., non-image related parameters) for the selected channel. See *Editing a Channel Setup*, below.

Copying or Deleting Channels

TO COPY A CHANNEL, highlight the desired channel in the *Channel Setup* menu, then press Func to go to the *Channel Copy/Delete* submenu. Select "Copy" and press Enter—a new channel will be created. It is identical to original, which still remains, but it is identified with the next available number from 01-99. If you change your mind and do *not* want to copy the current channel, press Exit to cancel and return to the previous menu. Copying channels is a quick method for creating numerous channels, each of which can then be edited and adjusted for a variety of presentations in the future.

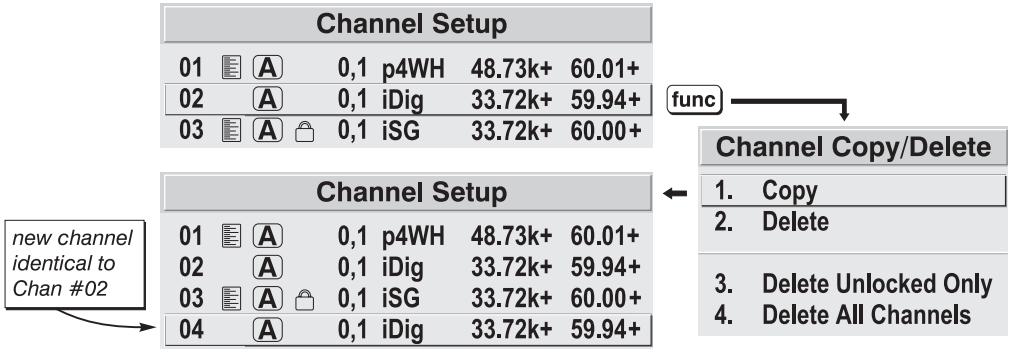

Channel Setup
01 A 0,1 p4WH 48.73k+ 60.01+
02 A 0,1 iDig 33.72k+ 59.94+
03 A 0,1 iSG 33.72k+ 60.00+
func
Channel Copy/Delete
1. Copy
2. Delete
3. Delete Unlocked Only
4. Delete All Channels
Channel Setup
01 A 0,1 p4WH 48.73k+ 60.01+
02 A 0,1 iDig 33.72k+ 59.94+
03 A 0,1 iSG 33.72k+ 60.00+
04 A 0,1 iDig 33.72k+ 59.94+
new channel identical to Chan #02

Figure 3.9. Copying A Channel

TO DELETE A CHANNEL, highlight the desired channel in the *Channel Setup* menu, then press Func to activate the *Channel Copy/Delete* submenu. Select "Delete" and press Enter—a confirmation window will appear to make sure that you really want to delete this channel.

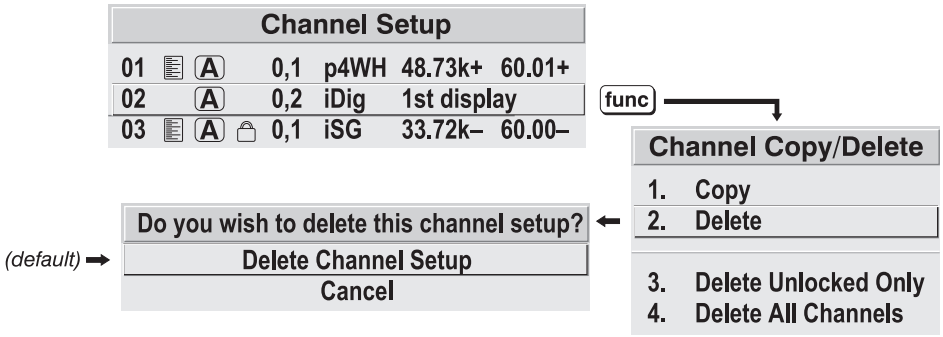


Figure 3.10. Deleting a Channel

TO DELETE MULTIPLE CHANNELS, highlight any channel in the *Channel Setup* menu and press Func to go to the *Channel Copy/Delete* submenu. Select "Delete Unlocked Only" and press Enter to delete all unlocked channels. Or select "Delete All Channels" to delete all channels, even those that are locked. In either case, the current channel will remain but will be redefined from projector defaults.

NOTE: For any deletion, a confirmation box appears to make sure that you really want to delete. Select "Cancel" (default) if you don't want to delete after all.

Editing a Channel Setup ➤

The basic setups that describe how and where a channel can be accessed are listed in the *Channel Setup* menu. These channel setups can be edited at any time in the *Channel Edit* submenu.

CHANNEL EDIT — STEP 1

From the presentation level press Menu to display the main menu. To display the *Channel Setup* menu, press 3, or move the highlight to the *Channel Setup* option and press Enter. The *Channel Setup* menu will appear.

CHANNEL EDIT — STEP 2

To edit parameters shown in the *Channel Setup* menu, select the relevant channel and press Enter. The *Channel Edit* menu will appear similar to the sample shown in Figure 3.11.

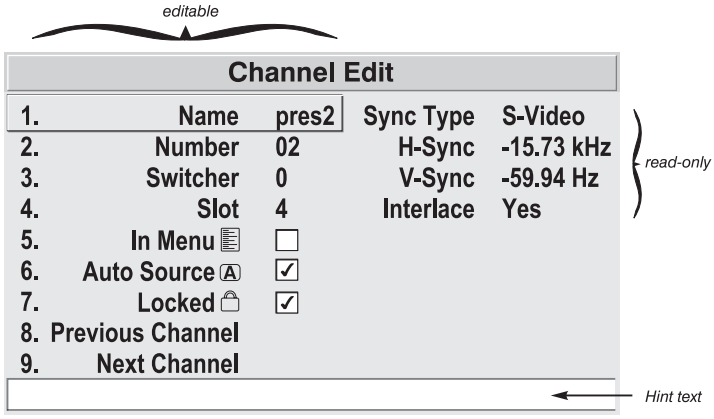


Figure 3.11. Channel Edit Menu (SAMPLE)

CHANNEL EDIT — STEP 3

If desired, edit the following channel setups in the *Channel Edit* menu:

- **CHANNEL NAME:** An alpha-numeric label can be defined and/or changed here. Channel names can be up to 12 characters in length.
- **CHANNEL NUMBER:** A channel number from 01 to 99 can be changed here. *NOTE: If you enter a channel number that already exists, a dialog message appears indicating that this number is already in use–assign a different channel number.*
- **SWITCHER NUMBER:** "0" represents the projector itself. Or, if the input source is connected to a switcher, the default will be the lowest switcher number available (from 1-9)–change here as desired.
- **SLOT:** 1 (Input1), 2 (Input2), 3 (Input3), or 4 (Input4) for projector inputs, or current slot number (1-9) if the source is connected to a switcher.
- **LOCKED:** If checked, all of the image settings for this channel are disabled. If unchecked (default), all available image settings can be adjusted as desired. You cannot use Auto Setup with a locked channel.
- **IN MENU:** If checked (default, except for automatically defined channels with unchanged parameters), this defined channel will then appear in the list available when Chan key is pressed. If unchecked, the channel must be accessed via Chan on the keypad or via the Auto Source function. *NOTE: On-screen display of the channel list is an option that must be set in the* ***Preferences*** *menu.*

- **AUTO SOURCE**: If checked, (default), the projector can automatically locate this channel when an incoming input signal matches. If not checked, the projector can locate the selected channel only when it is directly selected via Chan on the keypad—and a change in input signal will *not* result in a channel change.
- **PREVIOUS CHANNEL**: Select this option to see or change *Channel Edit* settings for the previous channel in the *Channel Setup* list.
- **NEXT CHANNEL**: Select this option to see or change *Channel Edit* settings for the next channel in the *Channel Setup* list.

3.6 Adjusting the Image

Most options for image adjustments can be accessed through two menus: *Size and Position* (Menu 1) and *Image Settings* (Menu 2), both of which are listed in the *Main* menu. While in either of these two menus, you can change settings affecting the image from the current channel by working with the appropriate slidebars, checkboxes and pull-down lists. Exit will always return to the previous menu (or to the presentation, if from the *Main* menu) and accept any changes you may have made.

From your presentation, you can access any of the individual options in these menus by pressing Menu followed by the appropriate two-digit number representing their location in the menu system. For example, press Menu 2 6 to quickly access the "color temp" option in the *Image Settings* menu.

Note that for certain options, you may prefer to use a "direct key" from presentation level to go directly to a particular option rather than traveling through the menu system at all (*note: this is not available for all display parameters*). For example, press Cont to access the "contrast" slidebar immediately. Press Exit to return to your presentation.

NOTE: *1) To hide the "direct" slidebars only, make sure the Display Slidebars option in the* ***Preferences*** *menu is unchecked. 2) To hide the entire menu system from view, toggle the on-screen display OFF: press and hold the* OSD* *key.*

Auto Setup ➤

If you want the projector to quickly set up the image for you, select "Auto Setup" from the *Main* menu. A confirmation box will ask if you really want to continue, in which case display parameters listed in Table 3.2 below will be set for you. An "Auto Setup" can save time in setting up an image, and you can also make further adjustments as desired. You must have an unlocked channel present to use Auto Setup.

Table 3.2. Auto Setup

What an "Auto Setup" Does	
OPTIMIZES:	***SETS TO DEFAULT:***
Pixel Tracking	Contrast & Brightness
Pixel Phase	Auto Input Level (off)
Size	Blanking
Vertical Stretch	Detail *(if video source)*
Position	Filter
Input Levels	Luma Delay

Image Size and Position ➤

The *Size and Position* menu allows you to increase or decrease the size of your image, change its proportion (aspect ratio), move the image to a specific area of the screen, and refine other related parameters. Use *Size and Position* controls to match the image precisely to the screen size and aspect ratio used in your application.

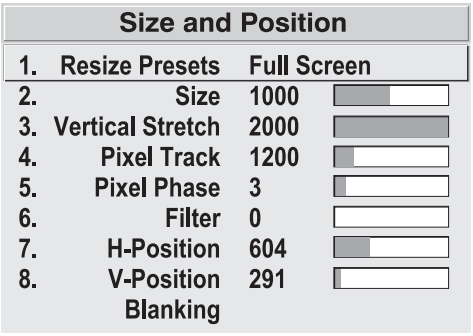


Figure 3.12. Size and Position Menu

Refer to *"Using Slidebars and Other Controls"* (earlier in this section) if you need help using any of the following slidebars or pull-down lists to alter your image. Changes made to the *Size and Position* menu are applied immediately and are saved when you exit the menu (press Exit or Menu).

Resize Presets

Use *Resize Presets* to quickly display an image in its native resolution (including anamorphic) or to automatically resize an image to closely fit the screen. The value for *Size*, *Position* and *Blanking* parameters (described later) will, in turn, change as necessary without your having to set them manually.

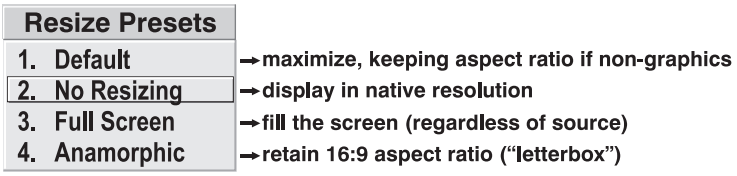

Resize Presets
1. Default → maximize, keeping aspect ratio if non-graphics
2. No Resizing → display in native resolution
3. Full Screen → fill the screen (regardless of source)
4. Anamorphic → retain 16:9 aspect ratio ("letterbox")
Custom (not selectable) = non-preset values for Size, Vertical Stretch, H-Position, V-Position and/or Blanking

Figure 3.13. Resize Presets Submenu

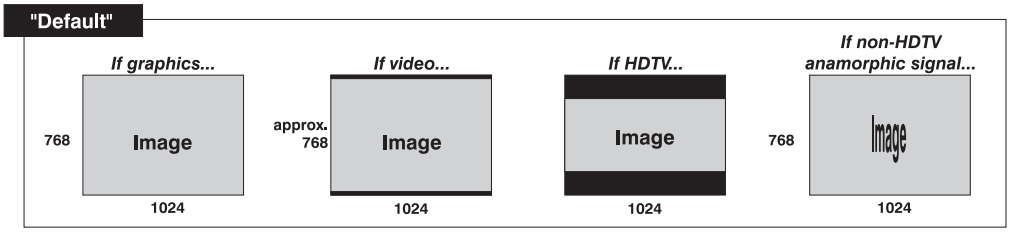
WHAT IS THE PROJECTOR'S DEFAULT? When displaying a new source, by default your image will fill the screen as fully *as possible* for the type of source present. See *Select "Default"* below.

WHEN "CUSTOM" APPEARS: The "Custom" descriptor automatically appears in the *Size and Position* menu when any of the values for *Size*, *Vertical Stretch*, *H-Position*, V-*Position* or *Blanking* do not correspond to those for a preset. It is not an option in the *Resize Presets* pull-down list.

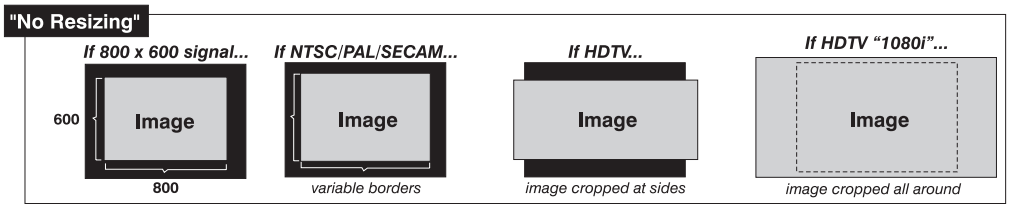
- **SELECT "DEFAULT"** (default) for most images. This option will center and display your image as large as possible *for the present source*, as described below:

  - ✓ ***A graphic image*** will resize to fill the screen, regardless of its original aspect ratio.
  - ✓ ***A video image*** will resize to fill the screen while still maintaining its aspect ratio (assumed to be 4:3).
  - ✓ ***An HDTV wide-screen (16:9) image*** will resize to fill the screen horizontally while maintaining its 16:9 aspect ratio (i.e., there will be black borders at top and bottom, commonly called "letterboxed").
  - ✓ ***A non-HDTV anamorphic (16:9) image***, typical of DVDs, will be stretched vertically.

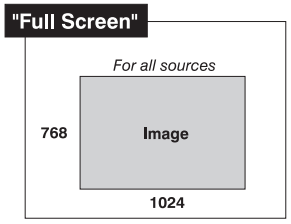
So with the exception of HDTV (16:9), the "Default" setting produces an aspect ratio that is either almost or exactly 4:3. See examples below.



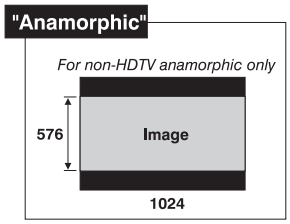
- **SELECT "NO RESIZING"** to display the image in its native resolution, which may be smaller or larger than the projector's own 1024 x 768 resolution. All *Size*, *Vertical Stretch*, *H-Position*, *V-Position* or *Blanking* values will change accordingly. For example, for a source with a native resolution of 800 x 600, "No Resizing" will center a smallish image within a black border. Conversely, an HDTV image is wider than 1024 and will be cropped on the sides—or, in the case of "1080i" HDTV, cropped at top and bottom too. With "No Resizing", signals with non-square pixels, such as video connected to **INPUT 3** or **INPUT 4**, produce distorted images that are too tall or too wide. See below.



- **SELECT "FULL SCREEN"** to use *all pixels* (1024 x 768) for displaying the image, regardless of source or original aspect ratio. See right.



- **SELECT "ANAMORPHIC"** to display an entire ***non***-HDTV "wide screen" (anamorphic) image in its native 16:9 aspect ratio. Known as letterbox, the image will fill the screen from left-to-right, but will not use all vertical pixels available (top and bottom will be black). If you do not choose "Anamorphic" when a non-HDTV anamorphic image is present, the default image will be stretched vertically, characterized by obvious distortion and "thin people".



  *NOTE: Use "Anamorphic" for regaining a 16:9 display of **non**-HDTV anamorphic sources only (common to some DVDs, for example). For HDTV, the "Default" setting will produce the same result.*

Size

Size controls both the image *width* and *height* in tandem, maintaining the original aspect ratio (proportion) of data from the incoming signal. Under some conditions, adjusting size also adjusts keystone.

NOTE: If Size ≥1000 (1000 = No Resizing) **and** *Size* ***x*** *Vertical Stretch value ≥1,000,000, adjusting Size also adjusts keystone simultaneously.*

Vertical Stretch

Vertical stretch adjusts the *height* the image while keeping the width constant. Use *Vertical Stretch* to display data from the incoming signal in a different aspect ratio. Under some conditions, adjusting Vertical Stretch also adjusts keystone.

NOTE: If Size ≥1000 (1000 = No Resizing) **and** *Size* **x** *Vertical Stretch value ≥1,000,000, adjusting Vertical Stretch also adjusts keystone simultaneously.*

Pixel Track

(SHORT CUT: Press Pixel and adjust the top slidebar.)

Pixel tracking adjusts the frequency of the pixel sampling clock, indicated by the number of pixels per line, so that all pixels generated by a particular source are sampled. Proper pixel tracking ensures that the image quality–whether good or poor–is *consistent* across the screen, that aspect ratio is correct, and that pixel phase can be optimized (below).

NOTE: By default, the projector samples at the correct frequency for most sources. Make sure that pixel tracking is set to 1168 or higher for 3D images.

Pixel tracking is adjusted most effectively using a good test pattern, such as a smooth gray consisting of a clear pattern of tiny black and white dots, or a similar “half on, half off” graphic image, such as the *Windows* shutdown screen. Steady flickering or several soft vertical stripes or bands across the entire image indicates poor pixel tracking. Adjust the slidebar until the stripes broaden to the point where one large stripe fills the image. Again, the image may still exhibit some noise. See *Pixel Phase*.

Pixel Phase

(SHORT CUT: Press Pixel and adjust the bottom slidebar.)

Pixel phase adjusts the phase of the pixel sampling clock relative to the incoming signal. It is used primarily for adjusting RGB inputs.

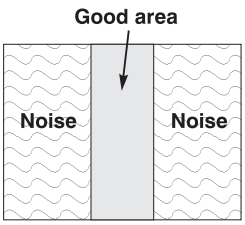
NOTE: Adjust pixel phase ***after*** *pixel tracking is properly set.*

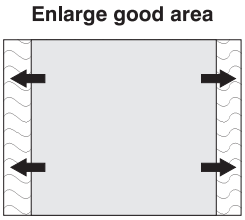
Adjust pixel phase when the image (usually from an RGB source) shows shimmer or “noise”. Pixel phase adjustment is done most effectively from within a proper test pattern, such as a smooth gray consisting of a clear pattern of tiny black and white dots, or a similar graphic image, such as the *Windows* shutdown screen. Adjust until the image is stable and each dot is clearly defined. Using the numbers on the slidebar as a guide, you will notice that you can actually stabilize the image at more than one point—i.e., you may find that the image appearance at "11" is identical to the image appearance at "38", thus you can select either setting.

Filter

Filter applies a low pass filter to the input signal. This removes high frequencies which can improve pixel phase noise but which also reduces signal bandwidth. Note that most signals will not require any filter adjustment—use the filter option only if standard pixel tracking and phase adjustments do not adequately clear up a “noisy” signal. For best results:

1. Optimize *Pixel Tracking* and jot down the value.
2. Optimize *Pixel Phase*
3. If the image is still too noisy, return to *Pixel Tracking* and "mis-adjust" so that 2 vertical bands of noise appear, separated by a good center band. See right.
4. Adjust *Filter* to maximize the width of the good area. See right.
5. Return *Pixel Tracking* to its correct setting from Step 1.
6. Readjust Phase.





NOTE: "Filter" affects only the current signal.

H-Position

(SHORT CUT: Press Position and adjust the top slidebar.)

This option moves the image right or left within the area of available pixels.

NOTE: The value shown represents where the approximate center of the image lies in relation to the total number of pixels available horizontally. This varies widely according to the signal—watch the image while adjusting.

V-Position

(SHORT CUT: Press Position and adjust the bottom slidebar.)

This option moves the image up or down within the area of available pixels.

NOTE: The value shown represents where the approximate center of the image lies in relation to the total number of pixels available vertically. This varies widely according to the signal—watch the image while adjusting.

Blanking: Top, Bottom, Left or Right

This submenu blanks (turns to black) the top, bottom, left, or right edge of the image so that any unwanted information is cropped from view. For example, when displaying native size video you may want to blank out a few of the top lines.

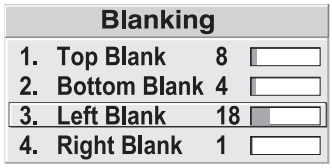


Image Settings ➤

Use any of the following slidebars, pull-down lists or the checkbox to alter your image. Refer to *"Using Slidebars and Other Controls"* (earlier in this section) if you need help in selecting options and adjustments. Changes made to the *Image Settings* menu are applied immediately and are saved when you exit the menu (press Exit or Menu).

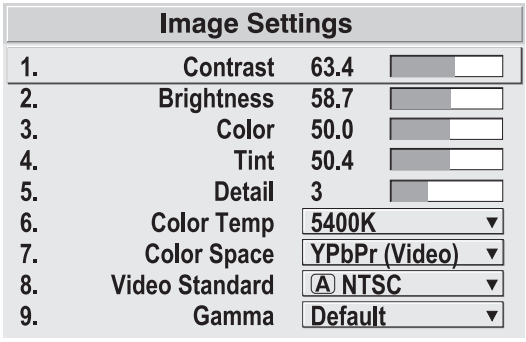


Figure 3.14. Image Settings Menu

Contrast

(SHORT CUT: Press Cont and adjust the slidebar.)

"Contrast" increases or decreases the perceived difference between light and dark areas of your image (0-100). If contrast is set too high, the light parts of the image lose detail and clarity. If set too low, the light areas will not be as bright as they could be and the image will be dim. Start low and increase so that whites remain bright but are not distorted or tinted, and that light areas do not become white (i.e., are "crushed"). For best results, keep close to 50.

NOTE: If environment lighting changes, it may be necessary to re-adjust both options.

Brightness

(SHORT CUT: Press Bright and adjust the slidebar.)

"Brightness" increases or decreases the amount of black in the image (0-100). Start high and decrease so that dark areas do not become black (i.e., are "crushed"). Conversely, high brightness changes black to dark gray, causing washed-out images. For best results, keep close to 50.

Color

(SHORT CUT: Press Color and adjust the slidebar.)

"Color" adjusts color saturation level, or the amount of color in a video image. For example, setting Color to "0" produces a black and white image. If Color is set too high, the color levels in the picture will be over-powering and unrealistic. Use ◄– or +► until the desired color saturation level is displayed.

Tint

(SHORT CUT: Press Tint and adjust the slidebar.)

"Tint" adjusts color hue to obtain true color reproduction of NTSC and HDTV video signals. Use ◄– or +► until the you reach optimum balance of red-to-green in your image. It is best to adjust tint while displaying an external test pattern—otherwise, it is recommended that tint remain at its default setting.

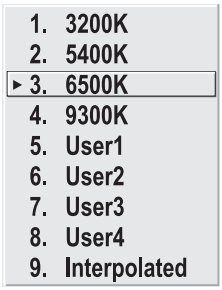
Detail

(SHORT CUT: Press DETAIL and adjust the slidebar.)

"Detail" adjusts the sharpness of the video image. Use ◄– or +► until the display is as sharp as possible, keeping in mind that any level of detail above 3 (default) will increase the level of detail as well as introduce some level of noise in the image. Set below 3 to filter the signal and remove noise from a noisy source. Keep at 3 to apply no detail.

Color Temp

"Color Temp" applies either a preset color temperature (3200K, 5400K, 6500K, 9300K) or any previously defined Interpolated or custom "User" color temperature.



All temperatures are measured in degrees Kelvin and represent the "coloration" (reddish or bluish) of the whites displayed by the projector—the lower the temperature, the more reddish the whites, the higher the temperature, the more bluish the whites.

NOTE: Custom temperatures ("User" or "Interpolated") can be defined in the ***Advanced Color Temperature*** *menu–until then, these choices all default to 6500K. See* ***Section 3.8, Adjusting System Parameters and Advanced Controls.***

Color Space

This option determines how the color components of an input signal are decoded for accurate color in the display. Selecting a color space option is useful only for analog signals connected to **INPUT 1** or **INPUT 2**. Although the color space for such a signal is usually determined automatically by the projector, in some circumstances you may wish to override this and manually set a different color space.

NOTE: For digital signals or for signals connected to **INPUT 3** *or* **INPUT 4**, *the color space function is entirely automatic and the pull-down list disabled.*

The current color space appears in the *Image Settings* menu. Press ENTER to select a different option:

- Select **RGB** *unless* you are using component video at **INPUT 1** or **2**.
- Select **YPbPr (Video)** with a standard definition televised signal (SDTV)
- Select **YPbPr (HDTV)** with a high definition televised signal (HDTV).

NOTE: When certain RGB signals are first connected, the projector may not initially recognize them as RGB and will incorrectly decode their color information as YPbPr (video). These signals can include:

- *RGB signals in NTSC, PAL, SECAM frequency ranges*
- *Scan-doubled sync-on-green*
- *Scan-quadrupled sync-on-green*

For these signals, change the Color Space to RGB, then define a new channel for future use.

Video Standard

The projector automatically detects the video standard present and displays the name of this standard here. Press ENTER to view or select a different video standard from a complete list available to the projector (some will appear disabled, depending on the current incoming signal). Selecting a specific standard forces the projector to process the signal according to this standard.

NOTE: This option should remain set at "Auto" for all instances EXCEPT: 1) a poor quality input signal or 2) a black-and-white video signal. In order to detect and display such signals, select the relevant standard.

Gamma

NOTE: Gamma does not normally require adjustment and is intended for experienced users only.

The "Gamma" option affects the shape of the curve determining what gray shades are available for a given amount of signal input between minimum (black) and maximum (white). Different curves can improve performance for certain kinds of source input and applications. Generally the best gamma curve is one that produces maximum contrast, brightness and color performance for the current signal and ambient lighting conditions.

DEFAULT (default) – This setting provides good black levels and high contrast under optimum viewing conditions for virtually all types of images, including video, HDTV and computer graphics.

ENHANCED – This setting elevates *middle* gray levels compared to "Default", and provides a more gradual rolled-off transition to maximum white. Together, these differences can improve the appearance of many kinds of images.

HIGH AMBIENT – This setting elevates *low* gray levels compared to the "Default" and "Enhanced" settings. In high ambient light conditions, details can be seen in the dark parts of an image that would otherwise be difficult to perceive.

PAL/SECAM – This setting results in a darker image with higher contrast. The gamma curve more closely matches the official standard for PAL and SECAM video signals.

LINEAR – This setting is a straight, linear transition from black to white. For normal source signals, it results in a picture of low contrast with highly elevated low- and mid- level grays. It should be used only with sources that have their own pre-applied gamma control.

3.7 Adjusting System Parameters and Advanced Controls

Use the *Communications, Preferences* and *Status* menus to display and/or alter overall system parameters rather than those that affect a specific source or channel.

Use the *Advanced* menu whenever you need to work with or replace the lamp, calibrate the lens, select a test pattern, define a new color temperature, or access lesser-used image control settings intended for experienced users.

Communications ➤

Use the checkboxes and pull-down lists in the *Communications* menu to alter the methods or types of communication to and from the projector. Refer to *"Using Slidebars and Other Controls"* subsection if you need help. Changes made to the *Communications* menu will be saved when you exit the menu.

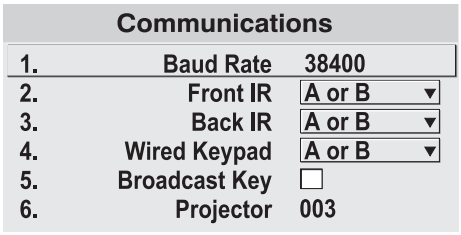
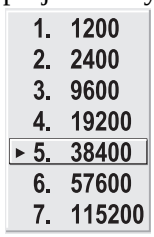


Figure 3.15. Communications Menu

Baud Rate

The baud rate setting determines the speed of communications to and from the projector. By default, the projector baud rate is set to 38400. Setting the correct speed is important when you are controlling the projector with an external device such as a computer or another projector via an RS-232 or RS-422 port. You must set the projector baud rate at these ports to match the baud rate of the controlling device. If you are unsure about what baud rate to choose, refer to the documentation for the controlling device. In an existing network, if you discover that a projector has the wrong baud rate, make sure to use the pull-down list and select the correct baud rate with the Enter key—do not just scroll this control with ◄– and +► keys.

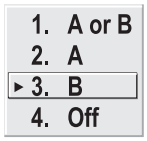


(Default)

*NOTE: **1)** The baud rate setting does not affect the switcher port, which is always 9600 baud. **2)** See **2.9, Serial Port Connections** and **Appendix D** for more information about cable connections between devices.*

Front IR / Back IR

As described in *Section 2*, the standard IR remote keypad is capable of sending data to the projector in either one of two protocols called **A** or **B**. Likewise, the front and rear IR sensors on the projector can be set to accept IR data accordingly, responding to **A**, **B** or both. The projector's **A or B** default is adequate for most single-projector installations. Select a specific protocol to prevent interference when you are controlling two protectors in the same area and want to work with one projector at a time.



Note that the front and rear IR sensors cannot respond to *different* protocols–if you change a protocol for either sensor to anything other than **OFF**, the protocol for the other sensor also changes. For example, setting *Front IR* to **B** also changes the *Back IR* to **B**. If you want only *one* sensor to respond to a particular protocol—**A**, **B**, or **A or B**—disable the other sensor by setting its protocol to **OFF**.

If you want to disable *both* IR sensors, you cannot use the IR remote keypad to select the second **OFF** setting. This safeguard prevents accidentally disabling a keypad while you are using it. Instead, use either the built-in keypad or the wired remote to set the remaining active sensor to **OFF**. The projector will no longer respond to an IR remote keypad.

IMPORTANT
Keep at "A OR B" unless you are sure of the current IR keypad protocol.

*NOTES: **1)** The IR remote keypad for this projector is set at manufacture to "Protocol A". See **2.10, Keypad Protocols and Conversion** for information about changing the keypad protocol. **2)** A key press from a conflicting protocol will cause a single yellow flash on the Status LED located in the lower right corner of the rear projector panel.*

Wired Keypad

Like the IR remote keypad, the optional wired keypad is either a "Protocol **A**" keypad (default) or a "Protocol **B**" keypad. Likewise, the projector can be set to accept wired keypad data accordingly, responding to **A** or **B**. If desired, you can prohibit the projector from responding to a particular wired keypad protocol, or you can ensure that the projector responds to either protocol (default). You can also prevent the projector from responding to the keypad entirely. In the pull-down list, select the desired protocol.

*NOTE: The wired keypad for this projector is set at manufacture to "Protocol A". See **2.10, Keypad Protocols and Conversion** for information about changing the keypad protocol.*

ADDING A PROTOCOL: To add a protocol, select the **A or B** option.

CHANGING A PROTOCOL: As a safeguard, you cannot accidentally select an option in the "Wired Keypad" list that would disable the wired keypad during use, since such options are automatically disabled in the list. In other words, you cannot switch to the opposite protocol or select **OFF** using the wired keypad. Instead, if you want to quickly change to the other protocol, you may find it more convenient to use one of the other keypads (the built-in keypad or the IR remote) to execute the protocol change for the wired keypad. The projector will now recognize only the opposing wired keypad protocol. Or, if you prefer, use the wired keypad to safely change its own protocol:

1. Select the **A or B** option. This will ensure that once your keypad is manually changed (see Step 2), it will still be recognized by the projector.

2. Unplug the keypad and change the protocol in the keypad as desired. Do this either by entering the short-cut software command or by hard-wiring the keypad as described in *2.10, Keypad Protocols and Conversion*.

3. Plug the keypad back into the projector. Return to the *Communications* menu and select the new protocol you have just set up in the wired keypad.

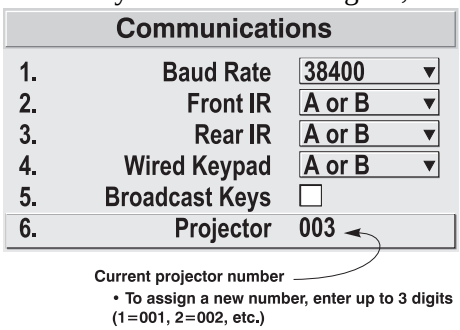
TURNING OFF THE WIRED KEYPAD: If you want to disable the wired keypad entirely, you cannot use it to select the **OFF** option. This safeguard prevents you from accidentally disabling the wired keypad during use. Instead, use either the built-in keypad or the IR remote keypad to select **OFF**. The projector will no longer respond to the wired keypad.

Broadcast Keys

Enter a checkmark if you want keypad commands sent to one projector to be relayed to all projectors in a network. Note the PROJ key will temporarily "override" the effect of a broadcast setting and allow you to control a specific projector when necessary.

Projector

Enter a three-digit number (such as "001") to assign or change a number to the projector currently in use–if the current projector already has a number assigned, that number will appear here. Numerical identity for projectors is required whenever you want to communicate with a single projector within a multiple-projector application (see PROJ key description in *3.3, Using the Keypad*). If you make a mistake in assigning or changing the projector number, press Exit to cancel.


Communications
1. Baud Rate 38400
2. Front IR A or B
3. Rear IR A or B
4. Wired Keypad A or B
5. Broadcast Keys
6. Projector 003
Current projector number
• To assign a new number, enter up to 3 digits (1=001, 2=002, etc.)

For complete information about controlling multiple projectors, see *Section 3.9.*

Preferences ➤ Use *Preferences* checkboxes and pull-down lists to alter how the projector responds to commands and displays its parameters. Refer to the *"Using Slidebars and Other Controls"* subsection if you need help. Changes made to the *Preferences* menu will be saved when you exit the menu.

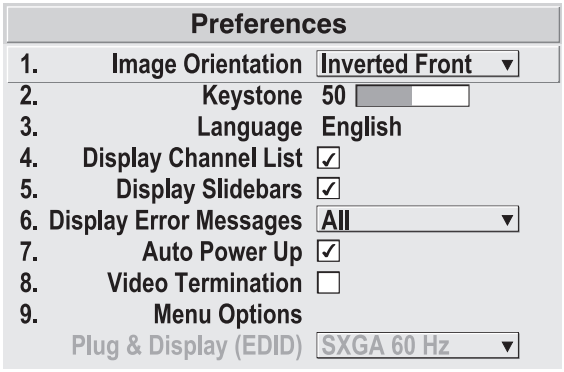


Figure 3.16. Preferences Menu

Image Orientation

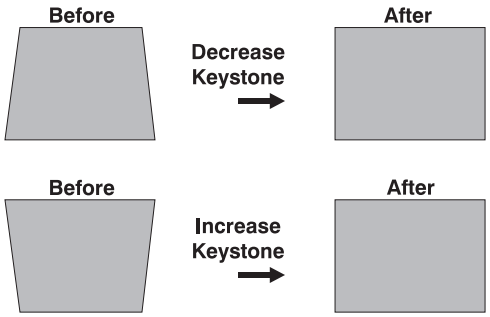
Choose from Front, Rear, Inverted Front, Inverted Rear according to your installation. If the setting is incorrect, the image will be reversed and/or upside down. See ***2.6, Operating Orientation*** for an illustrated explanation.

Keystone

NOTE: Not available with 3D images processed with "Minimum Delay".

Adjust the keystone control if *Mirage 10000* images appear *keystoned* in shape—that is, smaller at either the top or bottom rather than rectangular. The effect of keystone adjustment is similar to physically tilting the projector up or down in relation to the screen, and it affects all sources.

NOTE: Keystone is enabled for a source only if Size is ≥1000 ***and*** *Size* ***x*** *Vertical Stretch is ≥1,000,000.*



Generally, set at 50 (default) to apply no keystone—if your projector is positioned with its lens surface parallel to the screen, images will be rectangular. If images are too narrow at the bottom, increase keystone. If images are too narrow at the top, reduce keystone.

The keystone control may be limited when Size is just slightly greater than 1000. In general, work with image size, stretch and keystone controls as necessary for your application.

Language

Choose to display menus and help text in English, French, German, Italian or Spanish. You must exit and re-enter the menu system to implement a change.

Display Channel List

Enter a checkmark if you want to see a scrollable channel list whenever you press Chan from your presentation (note that each channel to be included in the list must also be tagged in the "In Menu" checkbox in the *Channel Setup* menu). This option also enables on-screen feedback when using the Input key. If you prefer to hide the channel list and input dialog box while switching channels and sources during a presentation, do not enter a checkmark.

NOTE: The Channel List and input dialog box cannot be hidden when a menu is displayed.

Display Slidebars

Enter a checkmark to superimpose a small slidebar over the current image when an adjustable parameter is selected directly with a key (the option does not affect slidebars in menus). These “direct” slidebars include volume, contrast, brightness, position, pixel tracking and phase, and others. If “Display Slidebars” is unchecked, these slidebars will be hidden during adjustment.

Display Error Messages

Choose in what way you want to be notified of errors detected in either the incoming signal or projector. Select “Screen” or “All” if you want a brief message displayed. If you prefer to be notified via a serial communication only (RS-232 or RS-422), select “RS232” instead. To disable error messages entirely (except invalid user entries), select “Off”.

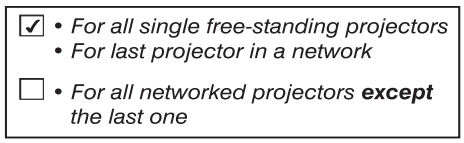
NOTE: Display of invalid user entries cannot be disabled, even if you choose “Off”.

Auto Power Up

Enter a checkmark to enable the projector to automatically power up after losing power due to unplugging or a power failure. Note that unsaved display adjustments may be lost.

Video Termination

Enter a checkmark to terminate the video inputs 3 and 4 (75 Ω). The input should be terminated unless the signal loops through (continues) to another projector or display device, in which case only the last projector in the chain should be terminated.


• For all single free-standing projectors
• For last projector in a network
• For all networked projectors **except** the last one

Menu Options

In this submenu, choose the default location desired for on-screen menus. You can use the shift options to move a location up or down, creating a Custom location. Note that menus for this projector often expand and can be quite large—avoid placing them too low or too far to the right where they may be cropped.

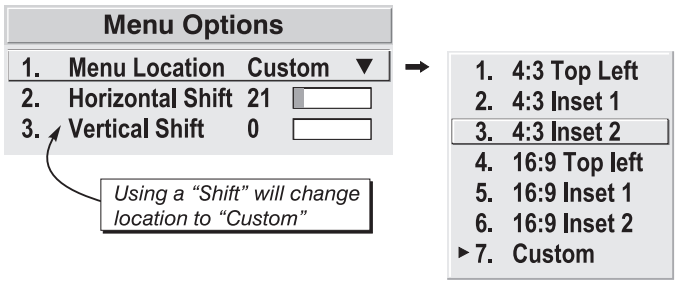

Menu Options
1. Menu Location Custom
2. Horizontal Shift 21
3. Vertical Shift 0
Using a "Shift" will change location to "Custom"
1. 4:3 Top Left
2. 4:3 Inset 1
3. 4:3 Inset 2
4. 16:9 Top left
5. 16:9 Inset 1
6. 16:9 Inset 2
7. Custom

Figure 3.17. Submenu for Menu Options

Plug & Play (ESID)

NOTE: Requires optional DVI/DFP Input Module. Disabled for all other inputs.

By default, the Plug & Play option detects an incoming digital flat panel video signal and displays it in the native resolution of your projector. If you have additional daisy-chained projectors, they will display in this resolution as well. If you want to use a different resolution (for example, your graphics card may not support the current resolution), select a different Plug & Play setting from the list—XGA (10240x 768), SXGA (1280 x 1024) OR UXGA (1600 x 1200).

Advanced Controls ➤

The *Advanced* menu includes a variety of special options that an experienced operator may want to adjust for certain applications, such as color-critical displays or multiple projector walls. In addition, this menu provides access to test patterns, lamp settings and service, and the password-protected *Service* submenu.

NOTE: "Reserved" options have no function.

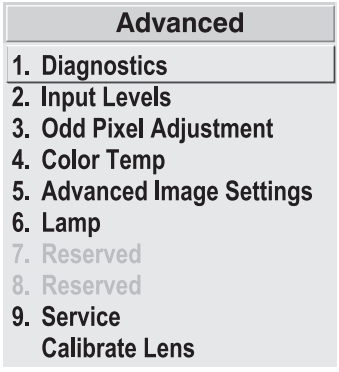
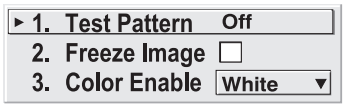


Figure 3.18. Advanced Menu

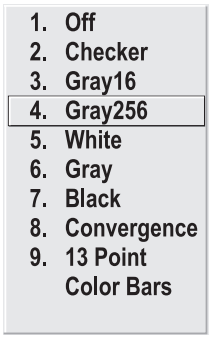
Diagnostics

Use the "Diagnostics" submenu to select a test pattern or to freeze the current image, both helpful for closely examining performance. You can also



turn specific colors on or off to further pinpoint where a suspected problem may be occurring.

TEST PATTERNS – Select this option to use a pull-down list of all available internal test patterns.



NOTE: For quicker access from your presentation, use the Test *key to cycle through the patterns. At the last pattern, press* Test *to return to your presentation—or press* Exit *at any time.*

FREEZE IMAGE – Use the "Freeze Image" checkbox to freeze (stop) the image at a single frame. This diagnostic tool is useful if you need to examine in detail a still version of the incoming image which may not be "freezable" at the source. For example, in moving images it is difficult to observe artifacts such as external deinterlacing/resizing and signal noise.

NOTE: "Freeze Image" is disabled for 3D images processed with Minimum Delay.

COLOR ENABLE – Select which color or colors you want to see, useful while working with color temperature white levels or input levels.

Input Levels

NOTES: ***1)*** *It is recommended that only experienced users use the* ***Input Levels*** *menu—the projector automatically optimizes input levels for all but the most unusual of sources.* ***2)*** *Always check that overall contrast and brightness settings are near 50* ***and*** *that color temperature is properly set up on an internal grayscale test pattern before attempting an input level adjustment.* ***3)*** *There must be at least one white pixel present in the image for "Auto" to work.*

WHAT ARE INPUT LEVELS AND WHAT DO THEY DO? This digital projector accepts a wide variety of incoming signals, many of which are analog signals that must be *digitized* early in the internal processing to match the single digital format utilized in the projector's display engine. During this conversion, the minimum and maximum input levels—that is, the *drives* and *blacklevels* for each of the three colors, red, green and blue—are automatically recognized and calibrated, ensuring that black in the incoming signal is properly mapped to *zero* in the digital signal and, similarly, white in the input signal maps to the *maximum value* in the digital signal. This function compensates for variations among signal sources as well as differences in distribution systems, and ensures that the respective digital values for black and white will be the same regardless of whether the incoming signal is decoded video, analog RGB from a computer, or digital HDTV, for example. With properly calibrated input levels, other image parameters such as color temperature are simplified in operation and are consistent from source to source.

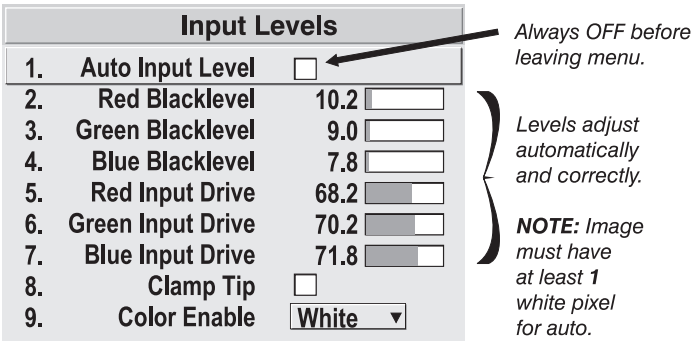

Input Levels
1. Auto Input Level
2. Red Blacklevel 10.2
3. Green Blacklevel 9.0
4. Blue Blacklevel 7.8
5. Red Input Drive 68.2
6. Green Input Drive 70.2
7. Blue Input Drive 71.8
8. Clamp Tip
9. Color Enable White
Always OFF before leaving menu.
Levels adjust automatically and correctly.
NOTE: Image must have at least 1 white pixel for auto.

Figure 3.19. Input Levels Submenu

WHEN SHOULD I USE THE INPUT LEVELS MENU? By default (and during an "Auto Setup" from the *Main* menu), the projector automatically monitors image content and adjusts the *Input Levels* controls appropriately as described above—further adjustment is typically not required. *NOTES: **1)** This automatic adjustment requires at least **1 white pixel** in the image. Without a white pixel, input levels may produce skewed colors, particularly in non-video images. **2)** Input Levels are not applicable for sources going through the decoder, which is Input 3 and 4.*

However, for a very unusual source exhibiting elevated blacklevels (most often caused by a noisy signal that causes blacklevel spikes), an experienced user may prefer to adjust the controls available in the *Input Levels* menu to further perfect source image input levels. See Figure 3.19, and *Blacklevels and Drives*, below.

Note that adjustments in the *Input Levels* menu are of limited use with digital signals, but offer some ability to tweak poorly mastered source materials.

AUTO INPUT LEVEL – Keep off for virtually all sources (default). Temporarily enter a checkmark *only* if you are an experienced user and you have an unusual source that you feel needs further color temperature and/or input level adjustment. After entering a checkmark, wait for the six values to stabilize, then delete the checkmark.

BLACKLEVELS AND DRIVES - To check your image and adjust these controls:

1. Make sure overall Contrast and Brightness are both set to near 50. *NOTE: Not required for "Auto" adjustment.*
   - Cont = 50 (approx.)
   - BRITE = 50 (approx.)
2. Check the color temperature setup using an internal grayscale test pattern, adjusting as desired to obtain a neutral grayscale. *NOTE: Not required for "Auto" adjustment.*
3. Make sure you are using a *non-decoded* source (i.e., one that is ***not*** connected to **INPUT 3** or **INPUT 4**, nor composite or S-video connected at **INPUT 1**), since Input Levels are not applicable for sources going through the decoder. A grayscale is recommended.
4. If the blacks and/or whites appear OK, input levels do not need adjustment. If black levels are too high (and/or whites are too low, which is rare), you likely have a noisy source that is producing skewed input levels. Continue with Step 5.
5. Temporarily enable "Auto" in the *Input Levels* submenu. Wait for all 6 values to stabilize. Alternatively, do *not* use "Auto"—reduce blacklevels manually instead. Judge by eye and change one or more of the six levels as necessary to obtain proper blacks and whites. You may want to see only a certain color while adjusting—use the "Color Enable" option (described below).
6. Delete the "Auto" checkmark and leave the *Input Levels* menu.

*NOTE: **Do not use Input Levels to adjust color temperature**. This will distort Contrast and Brightness functions as well as color temperature.*

CLAMP TIP – This option (full name *sync tip clamping*) can brighten the image produced from certain high resolution, high frequency graphic sources. Enter a checkmark if the image appears unusually dim, if there are horizontal streaks across the

image, or if there is significant color drift. Delete the checkmark if the image is either sufficiently bright or overly bright.

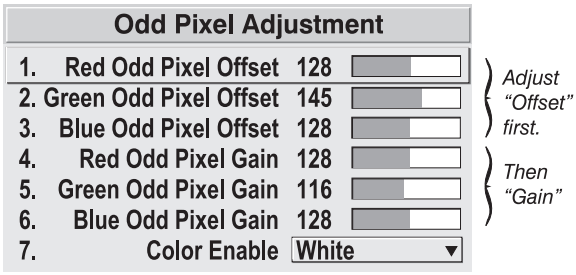
NOTE: The sync tip clamping option is not used for video sources or any RGB source with sync information on the video (e.g., sync-on-green).

COLOR ENABLE – Select which color or colors you want to see, useful while working with color temperature white levels or input levels.

*NOTES: **1)** Input levels apply for the current source only, but for any color temperature used. **2)** Assuming that color temperature has been set up based on the internal test patterns, you can then set up input levels for a given source so that it matches the color temperature of the internal test patterns.*

Odd Pixel Adjustment

NOTE: For sources with Color Space set to RGB only. Not applicable for video.


Odd Pixel Adjustment
1. Red Odd Pixel Offset 128
2. Green Odd Pixel Offset 145
3. Blue Odd Pixel Offset 128
4. Red Odd Pixel Gain 128
5. Green Odd Pixel Gain 116
6. Blue Odd Pixel Gain 128
7. Color Enable White
Adjust "Offset" first.
Then "Gain"

When using certain RGB sources with static images, you may need to adjust the normal gain or offset of odd pixels in relation to even in order to smooth out very narrow (1-pixel wide) checks or vertical stripes. These patterns signify adjacent "on" and "off" pixels, and can be removed as follows:

1. Use an external grayscale test pattern of some kind (make sure it has both dark grays and light grays).
2. Make sure the image is displayed in its native resolution, i.e. with ***No Resizing***.
3. Display a single color — choose through the "Color Enable" menu option or use the Func key shortcuts shown on the back of the remote keypad.
4. Examine an area of ***darkest*** gray (but not black). If there is a 1-pixel wide pattern present, adjust "Odd Pixel Adjustment" ***offset*** for the current color. Stop when the pattern disappears and the area is smooth.
5. Examine an area of ***lightest*** gray (but not white). If there is a 1-pixel wide pattern present, adjust "Odd Pixel Adjustment" ***gain*** for the current color. Stop when the pattern disappears and the area is smooth.
6. Repeat for each color, adjusting offset then gain for each.

NOTES: 1) Always adjust offset before gain, since offset affects gain. 2) A value of 128 represents no change in normal odd pixel offset or gain. 3) Odd Pixel Adjustment eliminates "1 pixel on, 1 pixel off" patterns only, not any type of larger patterns.

Advanced Color Temperature

Select the *Advanced* "Color Temp" option if you want to apply, alter, add, or copy a color temperature, or if you want to use an unaltered factory default color temperature.

By default, the projector can utilize any of four calibrated factory-set color temperatures: 3200, 5400, 6500 or 9300 (expressed in degrees Kelvin). For most applications, these temperatures will display accurate and realistic colors from a variety of sources. They can be selected at any time in either the *Image Settings* menu or in the *Advanced Color Temperature* menu.

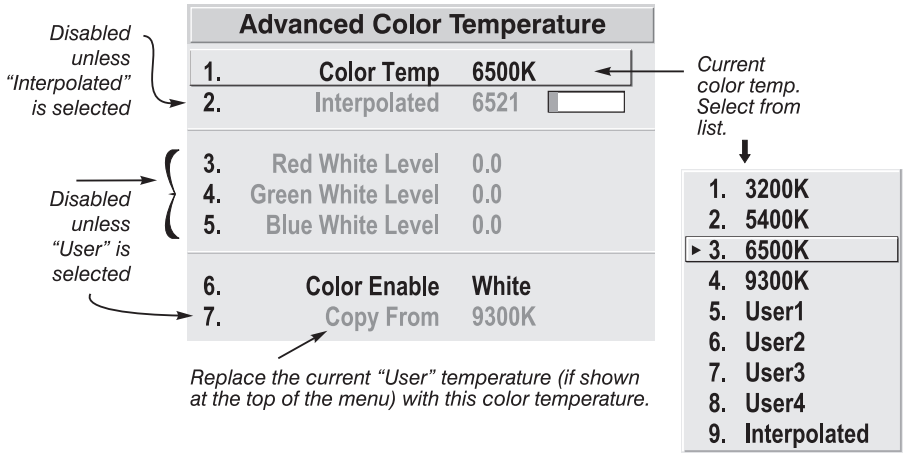

Advanced Color Temperature
1. Color Temp 6500K
2. Interpolated 6521
3. Red White Level 0.0
4. Green White Level 0.0
5. Blue White Level 0.0
6. Color Enable White
7. Copy From 9300K
Disabled unless "Interpolated" is selected
Disabled unless "User" is selected
Current color temp. Select from list.
Replace the current "User" temperature (if shown at the top of the menu) with this color temperature.
1. 3200K
2. 5400K
3. 6500K
4. 9300K
5. User1
6. User2
7. User3
8. User4
9. Interpolated

Figure 3.20. Advanced Color Temperature Menu

However, if you require extra color temperatures, you can also add up to five custom color temperatures–four "User" and one "Interpolated"–by defining them within the *Advanced Color Temperature* menu (each defaults to 6500K until then). Any "User" or "Interpolated" temperature created here is immediately applied, or it can be selected at any time from the *Image Settings* menu as usual, regardless of your source or channel. The *Advanced Color Temperature* menu options are described below.

NOTE: For best results, use an internal grayscale test pattern when working with color temperature.

COLOR TEMP – See Figure 3.20. Upon opening the *Advanced Color Temperature* menu, the current temperature appears as the top option. You can change to a different color temperature here as desired, just as in the *Image Settings* menu. Note that if you select a "User" color temperature, the "White Level" options further down in the *Advanced Color Temperature* menu are no longer disabled—you can adjust them as desired to define or change a "User" color temperature (see "White Levels", below). Likewise, selecting "Interpolated" here activates the "Interpolated" slidebar for defining or changing an interpolated color temperature.

INTERPOLATED – Select this option if you need a specific color temperature that lies somewhere between one preset color temperature and another. Adjust the slidebar to define a new temperature which will be interpolated from the neighboring presets (for example, 7841 is interpolated from 6500 and 9300). It can be used any time and appears as a 4-digit temperature when present.

WHITE LEVELS –These 3 controls are adjustable only if a "User" choice is selected (in which case "User 1, 2, 3 or 4" appears at the top of the *Advanced Color Temperature* menu). Their current values are shown for the active color temperature. Changing a white level here changes the drive (contrast) for that color, essentially creating a new color temperature that is "warmer" or "cooler" etc. ***For maximum overall brightness, always keep at least one white level at 100.*** When you are satisfied with the new "User" temperature, it can be used immediately upon exit or it can be

selected from either the *Image Settings* menu or the *Advanced Color Temperature* menu as usual. You can re-define a "User" color temperature at any time using the *Advanced Color Temperature* menu.

COLOR ENABLE – Select which color or colors you want to see, useful while working with color temperature white levels.

COPY FROM – Use this option to replace the currently selected "User" color temperature setup with that of another. This function can be particularly useful for creating a starting point for a new "User" color or for accessing an unaltered factory default. It is disabled for all color temperatures *except* "User". See Figure 3.21.

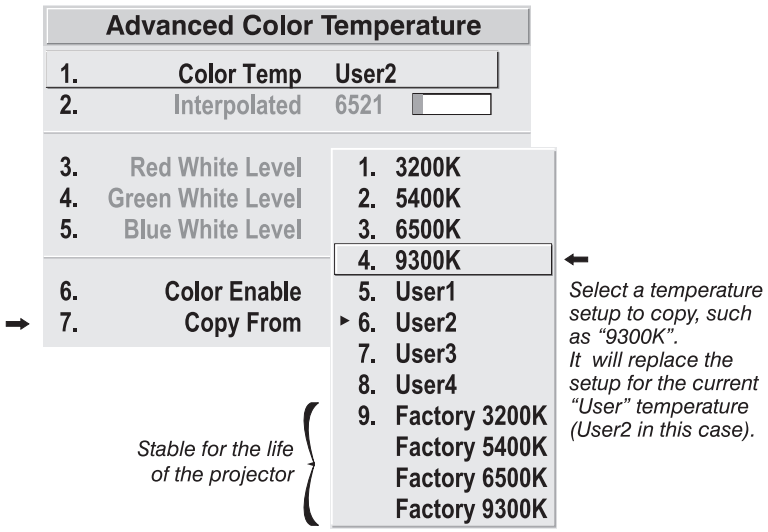


Figure 3.21. "Copy From"

To create a starting point: To set a starting point for a new custom user color temperature, select a user temperature, then highlight "Copy From" and select a temperature that is similar to what you want. Adjust white levels from there as desired.

To use a factory default: The preset color temperature setups (3200K, 5400K, 6500K and 9300K) can be altered from within the password-protected *Service* menu only—note that although such an alteration changes the *setup and appearance* for a preset, it does not change its *name*. If you suspect that you are using a preset temperature that has been altered and you want instead to use the original factory-calibrated color temperature without clearing the entire projector memory, you can use the "Copy From" option in the *Advanced Color Temperature* menu to set up a "User" temperature with settings from a permanent factory preset:

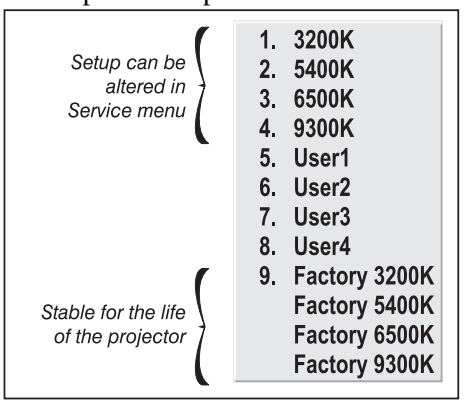
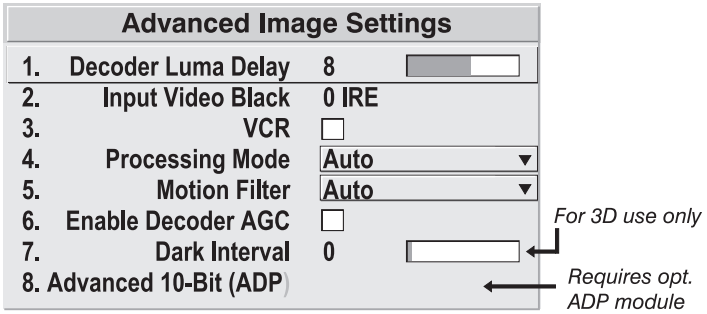


Figure 3.22. Presets and "Factory" Presets

1. Select the "User" color temperature you wish to update at the top of the *Advanced Color Temperature* menu, such as "User 2".

2. From the “Copy From” list, select the matching temperature labeled “Factory” (such as “Factory 5400K”). These are the calibrated color temperatures set at manufacture—they remain intact for the life of the projector.
3. The setups for the “User” color temperature you selected at the top of the *Advanced Color Temperature* menu will now be updated/replaced by those for the permanent factory calibrated temperature you selected in the “Copy From” list. Again, a “User” temperature can be altered at any time, if desired.

Advanced Image Settings


Advanced Image Settings
1. Decoder Luma Delay 8
2. Input Video Black 0 IRE
3. VCR
4. Processing Mode Auto
5. Motion Filter Auto
6. Enable Decoder AGC
7. Dark Interval 0
8. Advanced 10-Bit (ADP)
For 3D use only
Requires opt. ADP module
(NOTE: All settings affect current source only)

DECODER LUMA DELAY – This control affects any incoming composite or S-video signal, delaying the luma signal (intensity) in relation to the chroma (color). In the image, increasing the luma delay will move luma (seen as a shadow where colors overlap) to the right slightly, with colors remaining in place. Decreasing this delay will move the shadow slightly to the left. If necessary for your current source, adjust so that no shadows occur with adjacent colors.

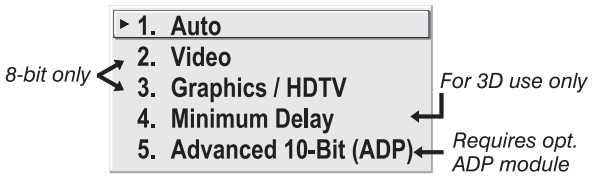
INPUT VIDEO BLACK – This control compensates for incoming elevated black levels–called “setup”–that are present in certain video signals, and ensures that blacks on screen are neither crushed (i.e., with dark gray appearing black) nor excessively elevated (i.e., with black appearing dark gray). By default, the projector automatically determines the correct setting according to the type of incoming video signal:

- **0 IRE** – For DVD output with “enhanced black”, SECAM, most PAL standards, and Japanese NTSC.
- **7.5 IRE** – For most NTSC video signals.

For some types of video, you can override the setting. The control is disabled for other types of video, and also for graphics sources. Generally, if black appears crushed when brightness = 50, choose “0 IRE”. If black appears excessively elevated, use “7.5 IRE”.

VCR – This control determines to what degree the projector tolerates signal disturbances. The correct setting is automatically determined and set according to the type of incoming source signal–for instance, there should be a checkmark for all VCR sources. The VCR option may require a change from its auto setting in very rare circumstances only, such as if you are having difficulty switching between two unusual and almost identical VGA computer sources. Otherwise, it is not necessary to change this option.

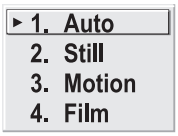
PROCESSING MODE –This control determines the projector's processing route for the incoming signal.



1. **AUTO** (default): The projector will automatically select the correct processing mode according to what input signal it detects. Use "Auto" unless you want or need to override its performance and apply a specific mode instead.
   NOTE: Auto does not always recognize 3D signals. For best results, select "Minimum Delay" (recommended) or "Graphics/HDTV"(rare) instead.
2. **VIDEO**: Performs 15 kHz NTSC/PAL video de-interlacing, regardless of signal type. This option utilizes standard 8-bit processing.
3. **GRAPHICS** / **HDTV**: Performs basic de-interlacing and scaling, regardless of signal type. In some case, this mode can also be used for 3D displays from the following source signals:
   - Signals that are less than 1024 x 768 resolution—these will be processed at frame rates up to 105 Hz
   - 1024 x 768 up to 100 Hz

   *NOTES: **1)** In Graphics/HDTV processing mode, the internal delay is fixed at 282 ±5µs in relation to the vertical sync, thus special glasses may be required to prevent cross-talk. **2)** 3D displays via Graphics/HDTV processing have a 2-frame delay, thus there is no need for a TTL inverter. **3)** The Graphics/HDTV option utilizes 8-bit processing.*
4. **MINIMUM DELAY**: This mode provides minimum frame delays and is recommended for most 3D and simulation purposes. Proper performance requires the following conditions:
   - *Stable RGB source (progressive) of up to 120 Hz frame rate, customized to match the projector*
   - *Native 1024 x 768 resolution—i.e., the 3D image cannot be resized*
   - *Additional hardware and software as described in **3.8, 3D Images**.*

   NOTES: Use of "Minimum Delay" applies No Resizing, disables "Keystone" and "Freeze Image" options, and limits ranges for Horizontal and Vertical Position.
5. **ADVANCED 10-BIT (ADP)**: Uses 10-bit processing instead of the standard 8-bit processing provided in the projector, resulting in smoother and clearer details in video images. This feature requires installation of optional internal hardware—the *Advanced Digital Processing Module*—and is disabled unless this module is present. It provides full source-to-screen 10-bit processing for a digital video source, typically connected via the optional *Serial Digital Input Module* or the *Digital HDTV Input Module* (**INPUT 2**). Images from analog signals (**INPUT 1**, **3** or **4**) will also be noticeably improved, however these signals are first converted with 8-bit processing before routing through the ADP module.



MOTION FILTER – This control is most useful for smoothing out moving images from interlaced sources. In nearly all cases the proper Motion Filter setting is automatically determined according to the type of incoming source signal. However, if your source is noisy and/or inconsistent you may wish to "force" a setting to ensure stable processing for this source—if desired, override the default "Auto" setting by selecting the appropriate motion filter:

1. **AUTO** (default): The projector will automatically use the correct motion filter according to the incoming signal. Note that the "Still" filter will be applied for RGB *non*-HDTV interlaced signals, and the "Motion" filter will be applied for RGB HDTV interlaced sources.
2. **STILL**: For static images with no motion, such as graphics from a CD. *Note: Applied for RGB **non**-HDTV interlaced signals.*
3. **MOTION**: For video images that did not originate from film, or for moving computer-generated images. *NOTE: Applied for RGB HDTV interlaced signals.*
4. **FILM**: For video images that originated from film. This will optimize image quality and stability.

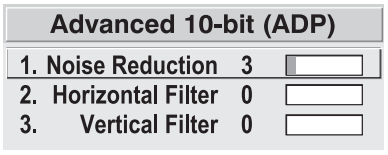
   *FILM NOTES: **1)** For 60 Hz video standards: NTSC, PAL M, PAL 60. **2)** Also recommend for PAL video standard if the ADP module is present—note that you must select film mode manually in this case. **3)** Signals can be from RGB video, composite video or S-video sources.*

ENABLE DECODER AGC –The "automatic gain control" option affects decoded video images only. Enter a checkmark (default) for most decoded video sources—this activates the AGC circuit to ensure properly bright images. Delete the checkmark if a decoded video image exhibits strange color artifacts such as stripes in highly saturated colors, indicating an incompatibility between this source and the AGC.

DARK INTERVAL – When displaying 3D images in "Minimum Delay" mode, adjust the Dark Interval setting to artificially increase or decrease the amount of dark time between displayed frames. Higher settings provide more time for shutters in 3D glasses to open/close, ensuring that each eye sees the full display intended for it. Symptoms of cross-talk and/or color artifacts indicate that the Dark Interval setting is incorrect for the current source. Note that the Dark Interval default is approximately 375 μs, but slidebar values range from 0-255 and do not indicate μs.

*See **3.8, 3D Images** for a full explanation of Dark Interval use.*

ADVANCED 10-BIT (ADP) – Select this option to access a submenu of controls affecting performance of the optional *Advanced Digital Processing* module.



- ***Noise Reduction:*** Select the amount of image noise reduction desired, with "0" applying no noise reduction (default) and "10" applying maximum noise reduction. The higher the value, the softer the image.

- ***Horizontal Filter:*** Select the amount of horizontal filtering desired for the current source. Note that the default setting of "0" allows the projector to optimize the amount of horizontal filtering according to the current source, and is the recommended setting for most situations. You can override this by selecting a

value from 1-10, with "1" applying no filtering and "10" applying maximum filtering. High filtering levels will soften the image slightly, particularly evident along vertical edges.

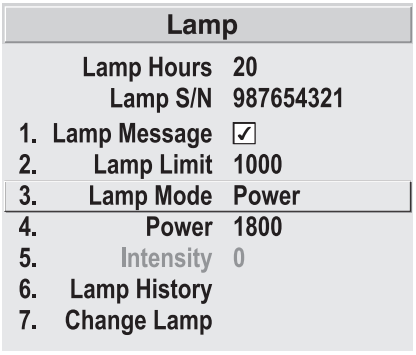
- ***Vertical Filter:*** Select the amount of vertical filtering desired for the current source. Note that the default setting of "0" allows the projector to optimize the amount of vertical filtering according to the current source, and is the recommended setting for most situations. You can override this by selecting a value from 1-10, with "1" applying no filtering and "10" applying maximum filtering. High filtering levels will soften the image slightly, particularly evident along horizontal edges.

NOTES: ***1)*** *The Advanced 10-bit (ADP) submenu is available only if the optional Advanced Digital Processing module has been installed in your projector.* ***2)*** *The ADP module is optimized for use with digital inputs, such as the optional* ***Serial Digital Input Module*** *or the* ***Digital HDTV Input Module****. Images from analog inputs (Input 1, 3 or 4) will also be noticeably improved, however these signals are first converted with 8-bit processing before routing through the ADP module.*

Lamp

Whenever you install a new lamp in the projector you need to access the *Lamp* submenu and record the lamp serial number in the projector's memory. You can also set different *Lamp* submenu options such as intensity (output) or power required. These setups can be changed at any time.

NOTE: See ***4.4, Replacing the Lamp and Filter*** *for complete instructions on installing a new lamp in the projector.*



NOTE: "Intensity" mode not applicable to this projector

Figure 3.23. Lamp Submenu

From the *Advanced* menu, select the "Lamp" option for access to the *Lamp* submenu, where all lamp functions and data appear. Read-only information includes the number of hours logged on the lamp so far and the serial number recorded for the installed lamp.

LAMP HOURS shows the number of hours logged on the current lamp. Whenever you record a new lamp serial number, this value automatically resets to "0", where it begins to log time for the new lamp. *NOTE: Read-only.* This information also appears in the *Status* menu.

LAMP S/N is the serial number recorded for the current lamp. When you install a new lamp and enter its serial number, the number will appear here in the *Lamp* menu. *NOTE: Read-only.*

Enter a checkmark for **LAMP MESSAGE** if you want to enable a warning message upon power-up that the lamp has reached the specified lamp limit and should be replaced. Delete the checkmark if you do not want to see this warning—instead, when your lamp expires, only the status information on the back of the projector will provide the warning to replace the lamp.

*NOTES: **1)** It is recommended that the Lamp Message checkbox remain enabled. **2)** When a lamp warning message appears, press* EXIT *to temporarily cancel the message. The message will continued to appear upon power-up until you install a new lamp.*

Set **LAMP LIMIT** to the number of hours you expect to log on the current lamp before replacing it. The recommended limit is 1000 hours.

NOTE: 1) If you change modes over the life of a lamp, the lamp limit you originally expected may no longer be possible. 2) Turning the lamp on and off reduces lamp life significantly, as do other factors.

Figure 3.24.

Set which **LAMP MODE** you want to use in order to control the light output—you can choose to run the lamp as bright as possible (i.e., using maximum power—this is the default upon power up), or you can power the lamp with a specific wattage from 1400-1900. Although there are exceptions, in most lamps higher light output or higher power settings can shorten lamp life.

Use the lamp mode that best suits your brightness needs. For example, in a tiled application you may want to precisely match brightness levels between adjacent images—judge by eye and set each individual **Lamp Power** setting as necessary. Or you may simply always want images to be as much bright as possible—choose **Max Brightness**.

Lamp modes are described below:

- **Max Brightness:** The lamp will always burn as brightly as possible, driven by maximum power available in the projector (see *Section 5, Specifications*). Keep in mind that the "maximum brightness" for any lamp gradually diminishes with age—images will become dimmer over time.

- **Intensity:** Not available in this projector model.

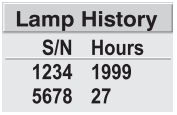
- **Power:** The power supplied to the lamp will remain at a specified watt level. Once you select this option, enter the number of watts representing the power level you wish to maintain. See "**Power**" below.

POWER - The number shown here indicates how many watts are applied to the lamp. Set from 1400-1900 watts as desired, keeping in mind that lower power levels produce dimmer images. When in either "**Power**" or **Max Brightness** modes, the power level remains constant. Specifying a power level of 1900 is the same as operating in **Max Brightness** mode.

NOTES: Power level can be set only if the lamp is in "power" mode.

INTENSITY – Not available in this projector model.

LAMP HISTORY - This read-only option lists the most lamps most recently installed and recorded in the projector. *Lamp History* automatically updates whenever you record a new lamp serial number—the new lamp is added to the bottom of the list.



Use **CHANGE LAMP** to record the serial number for a newly installed lamp.

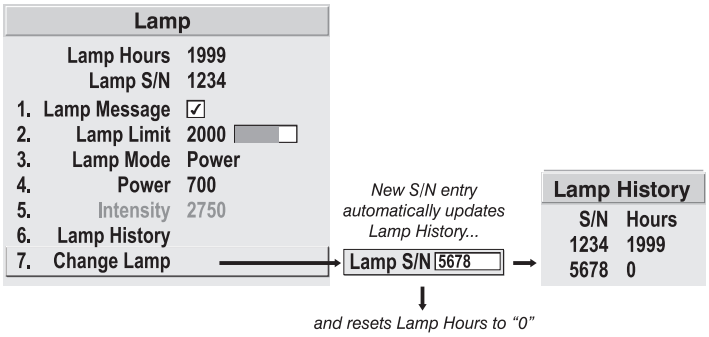


Figure 3.25. Recording the New Lamp Serial Number

In the *Lamp S/N* window, use the number text entry keys to record the new lamp serial number, and press ENTER again to accept the change. See *Using Slidebars and Other Controls* if you need help entering the number. Once entered, the new lamp serial number will be added to the *Lamp History* menu and the *Lamp Hours* timer will reset to "0". *Lamp Mode* and *Lamp Limit* remain as they were for the previous lamp, and can be changed at any time.

*NOTE: Enter a serial number **only** if you have just installed a new lamp. This will help ensure that lamp timer is not reset on an old lamp and that the number of hours logged on the lamp will be accurate.*

⚠ IMPORTANT ⚠
Always DO record the serial number of a NEW lamp.

Service

The *Service* submenu is also accessed through the *Advanced* menu, but it is password-protected and intended for use by qualified service technicians only.

Calibrate Lens

Select "Calibrate Lens" to ensure that the mid-point for each of the four lens functions is defined as such in software, and that the lens mount movements remain accurate to this reference. Regular calibration can correct for slight eventual mechanical "drifting" of lens mount movements over time. It is particularly recommended whenever the projector is bumped or subjected to vibration, and it is required after certain service procedures.

⚠ IMPORTANT ⚠
It is recommended that you REMOVE THE LENS before calibration.

During calibration, the lens mount will move in various directions for approximately 20 minutes, and a small "Lens Calibrating" message will appear on screen. Calibrating an empty lens mount (i.e., no lens or collar) ensures that nothing can bump into the optics during the process. Calibration is complete when lens mount movement stops—the sound of the motors will permanently cease. The *Advanced* menu then reappears on screen.

Status ➤

This read-only menu lists a variety of details about the standard and optional components currently in use on the projector. Refer to the *Status* menu for versions of hardware (left side) and software (right side) installed, the number of lamp hours logged in total and for a specific period (such as a rental period), and for your

projector model name and serial number. In addition, the *Status* menu identifies the current channel, switcher, slot and frequencies.

Use ▲ON, ▼OFF, ◄– or +► to see additional *Status* information.

Status

Scroll to see more

Model	Mirage	10000	
S/N	123456789		
Lamp Hours	20	Lamp Counter	5
Projector Hours	152	Native Resolution	1024 x 768
Chan Name		Sync Type	Tri-Level on HC input
Chan Number	02	H-Sync	33.75 kHz +
Switcher	0 (projector)	V-Sync	60.00 Hz –
Slot	1 (Input 1)	Interlace	Yes
IPM	4.8	Software	1.6
Interconnect	2.2	Boot	1.2
LCD HW	2.3	LCD SW	1.0
tx Bridge	2.2 T1	MCM PIC	4.0
rx Bridge	2.3	MCM HC11	2.32
Decoder	1.3		
Loop Through	1.0		
FC1	26.1	PLL	23.1.003
ZX1	3.1	Decoder	1.6.008 T5

Figure 3.26. Status Menu (SAMPLE)

3.8 3D Images

A single projector can display 3D images as described below. In order to be displayed and interpreted correctly in a typical 3D active stereo viewing environment such images usually require a specialized 3D source as well as the additional hardware and software described here.

Description ➤

In simple terms, images generated from a 3D-video source consist of a series of images (*frames* or *fields*) that alternate quickly between two slightly different viewpoints corresponding to the separation of our left and right eyes. When these frames are displayed with enough speed and viewed with special glasses synchronized with the left/right frames, the resulting "single" perceived image appears with much the same depth and perspective we sense in the real world.

How to Activate 3D ➤

Menu 7 5 4 4

USING "MINIMUM DELAY" (RECOMMENDED): Once you have the necessary source and hardware/software setups described below, select the Processing Mode option "Minimum Delay" located in the *Advanced Image Settings* menu—the projector does not automatically detect and process a 3D signal using this mode. Note that the "Minimum Delay" setting is applied only to the current source and must be selected for each 3D source you wish to process with this mode. For complete processing information, see *3.7, Adjusting System Parameters and Advanced Controls.*

USING "GRAPHICS/HDTV" (RARE): Although "Minimum Delay" is the recommended mode for most 3D displays, you can sometimes process using "Graphics/HDTV" if you have the following sources:

- Signals less than 1024 x 768 resolution—processed up to 120 Hz frame rate
- 1024 x 768 up to 100 Hz frame rate

Note that with Graphics/HDTV processing mode (which the projector can select automatically), the internal delay is fixed at 282 ±5µs in relation to the vertical sync, thus special glasses may be required to prevent cross-talk. In addition, 3D displays via Graphics/HDTV processing have a 2-frame delay, thus there is no need for the TTL left/right inverter required with "Minimum Delay" processing (as described in *Hardware Requirements*, below). For complete processing information, see *3.7, Adjusting System Parameters and Advanced Controls*.

What 3D Sources Work? ➤ A 3D-video signal is sent to the projector via analog cables such as:

- 3-wire RGB sync-on-green
- 4-wire RGB with composite sync
- 5-wire RGB with separate H-sync and V-sync

*NOTE: Refer to **2.4, Source Connections** for full details and illustrations.*

Most 3D sources are compatible with the *Mirage 10000*. However, because 3D signal formats currently available are optimized for display via older CRT (cathode ray tube) technology, it is possible that you may encounter an unusual source having a high pixel rate unsuitable for this projector. By reducing the blanking in such a signal, you can lower its pixel rate enough to be compatible with the projector (i.e., under 160 MHz). This adjustment requires a high-end graphics workstation that includes hardware and software tools for customizing video output timing parameters (for example, the Silicon Graphics ONYX™ workstation with Video Format Compiler software, which provides a .vfo file). Other similar workstations may also provide the special video driver needed.

3D Source Requirements and Conditions

*NOTE: Requires "Minimum Delay" processing mode. See also **Customizing the Input Signal** later in this section.*

- Use a progressive RGB source with native resolution of 1024 x 768 (can be cropped to 768 x 768 if desired). Higher resolution can be used, but edge pixels will be cropped rather than the image resized to fit.
  *NOTE: Total number of lines in the image, **including** blanking > 780.*
  *Total number of pixels-per-line, **including** blanking > 1168*
- 96-120 Hz input frame rate
- Pixel rate must be less than 160 MHz
- Set Pixel Tracking to 1168 or higher.
- Use "Minimum Delay" Processing Mode. Note that this option produces only a single frame delay, disables resizing, keystone and the "Freeze Image" options, and limits vertical and horizontal position ranges.

Hardware Requirements ➤

Typical hardware configurations for active and passive 3D systems using "Minimum Delay" processing mode are shown in Figure 3.27 and Figure 3.28. Hardware descriptions follow the illustrations.

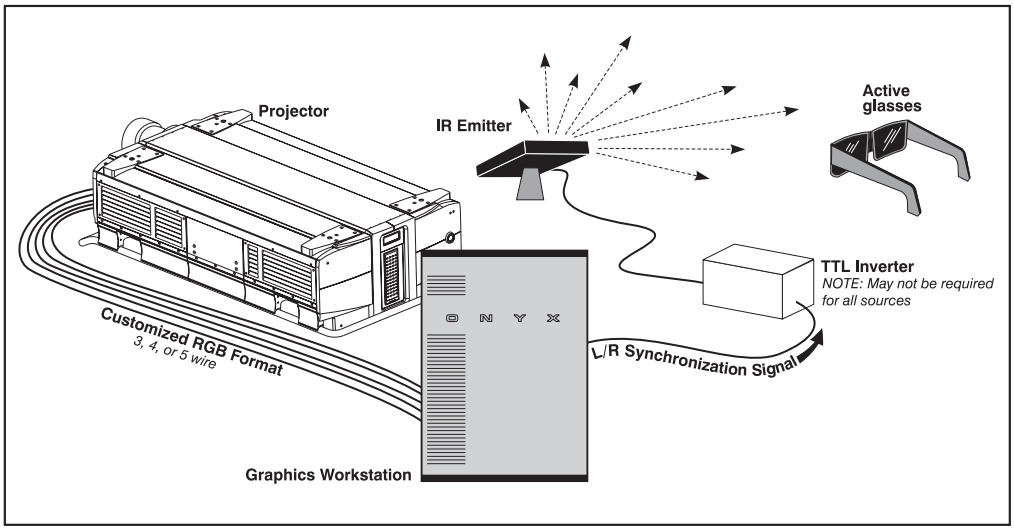


Figure 3.27. Typical 3D Configuration with Active Glasses

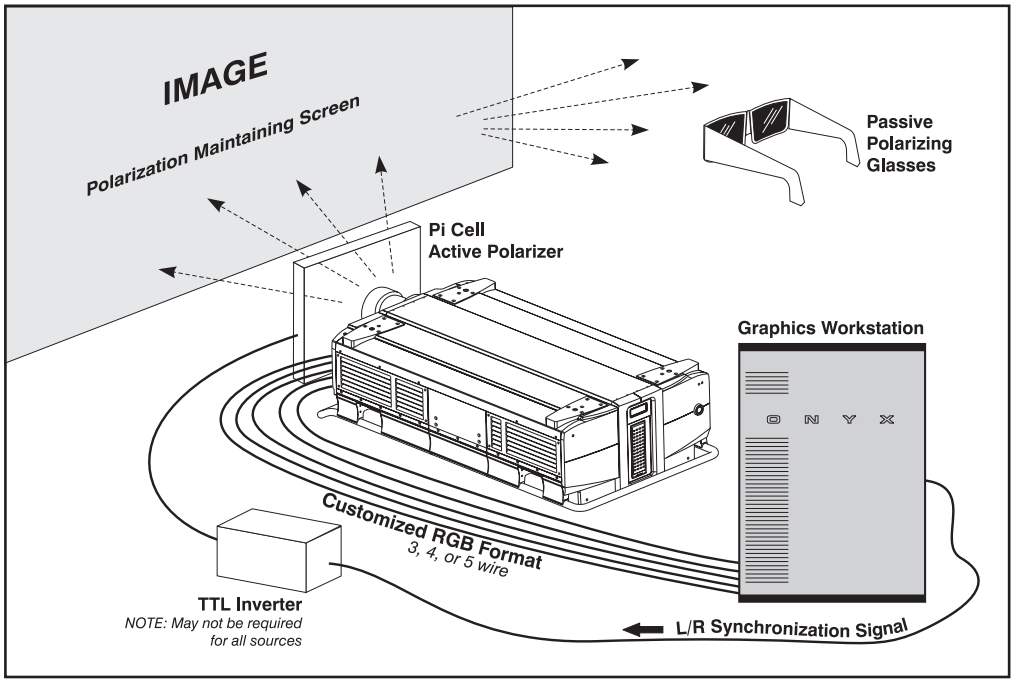


Figure 3.28. Typical 3D Configuration with Passive Glasses

- **APPROPRIATE 3D SOURCE**: Signals from your 3D source (such as a graphics workstation) must be customized to precisely match the processing capabilities of the projector. In addition, the source must provide a separate synchronization signal that precisely controls when left/right fields are visible through the viewer's glasses.
- **TTL INVERTER**: In this projector, "Minimum Delay" 3D processing introduces a single frame delay. Without correction (i.e., reversal), image data intended for one eye would thus be delayed and seen by the other—images would lose their 3D quality entirely. If a 3D source cannot invert the signal, thereby

synchronizing the left/right shutters in your 3D glasses to match the images displayed by the projector, you must connect a left/right inverter to the source. This ensures that shutter changes in the glasses allow each eye to receive the image data intended for it, regaining the 3D effect of the display.

NOTE: Depending on your workstation, it may be possible to implement the reversal of left/right frames through software only, eliminating the need for separate inverter hardware. Likewise, depending on your source and glasses, you may be able to utilize Graphics/HDTV processing for 3D, which also eliminates the need for separate inverter hardware.

- **IR EMITTER**: This small device emits left/right IR signals to a receiver in 3D glasses, causing their left/right shutters to alternately open and close during use in an active 3D application.
- **GLASSES**: Active glasses differ in speed/performance—consult the documentation for your glasses and keep their specifications in mind when reconfiguring your source signal. The input signal must be optimized for the available shutter speed in order to prevent obvious "ghosting" of image content (known as *cross-talk* in 3D applications) as well as other more subtle color artifacts. Such problems indicate that the eyes are detecting portions of the opposing frame due to an "out-of-sync" system, and can occur in either active or passive 3D configurations. See *Customizing the Input Signal*, below, for examples of well-synchronized systems.

  NOTE: In a passive system, where glasses do not have shutters and instead depend on the speed and accuracy of the Pi Cell polarizer, the input signal must be synchronized with the polarizer.

- **MIRAGE PROJECTOR**: Recommended processing mode is "Minimum Delay".

Software Requirements ➤

If you need to customize your 3D input signal for use with the projector, you will need access to software that controls video output timing from the graphics source. For example, the *Video Format Compiler* (vfc) and *ir combine* are required when using the Silicon Graphics ONYX™ workstation.

Customizing the Input Signal ➤

The display must be synchronized with shutter control—called *gating*—so that each eye receives only the frames of data intended for it, otherwise you will detect opposing data frames (cross-talk) and see faulty images. This requirement means that timing parameters in your source should guarantee the following:

1) Each new frame begins *after* the opposing shutter mechanism is closed
2) Each frame completes its display *before* the opposing shutter mechanism begins to open.
3) Each frame (mirror sequence) is displayed in its entirety to the correct eye.

What To Adjust

Since some 3D-video sources do not have the necessary characteristics for use with this projector, in these cases you must synchronize the projector's display with your gating mechanism by adjusting the vertical sync width and/or vertical back porch of the input signal and, in many cases, by adjusting the projector's Dark Interval control. These two parameters—input timing and dark interval—are described below. Note that because they interact with each other, you may have to go back and forth between them when optimizing the 3D display. In general, vertical frequency + Dark Interval/10 = 120 Hz or less.

1) ***Vertical sync width*** and/or ***vertical back porch blanking*** of your input source. Choose the vertical sync width and/or vertical back porch timing to determine when the next field begins displaying relative to the vertical sync signal. The degree of timing adjustment needed depends on the specific signal at hand as well as the performance of your glasses. An example of improvements to poor synchronization is shown in Figure 3.29. After adjustment, shutter changes occur during the dark interval between frames.

NOTE: The example in Figure 3.29 assumes that the first active line of your signal is displayed on the first line of the Mirage display panel rather than being repositioned higher or lower using the projector's V-Position control.

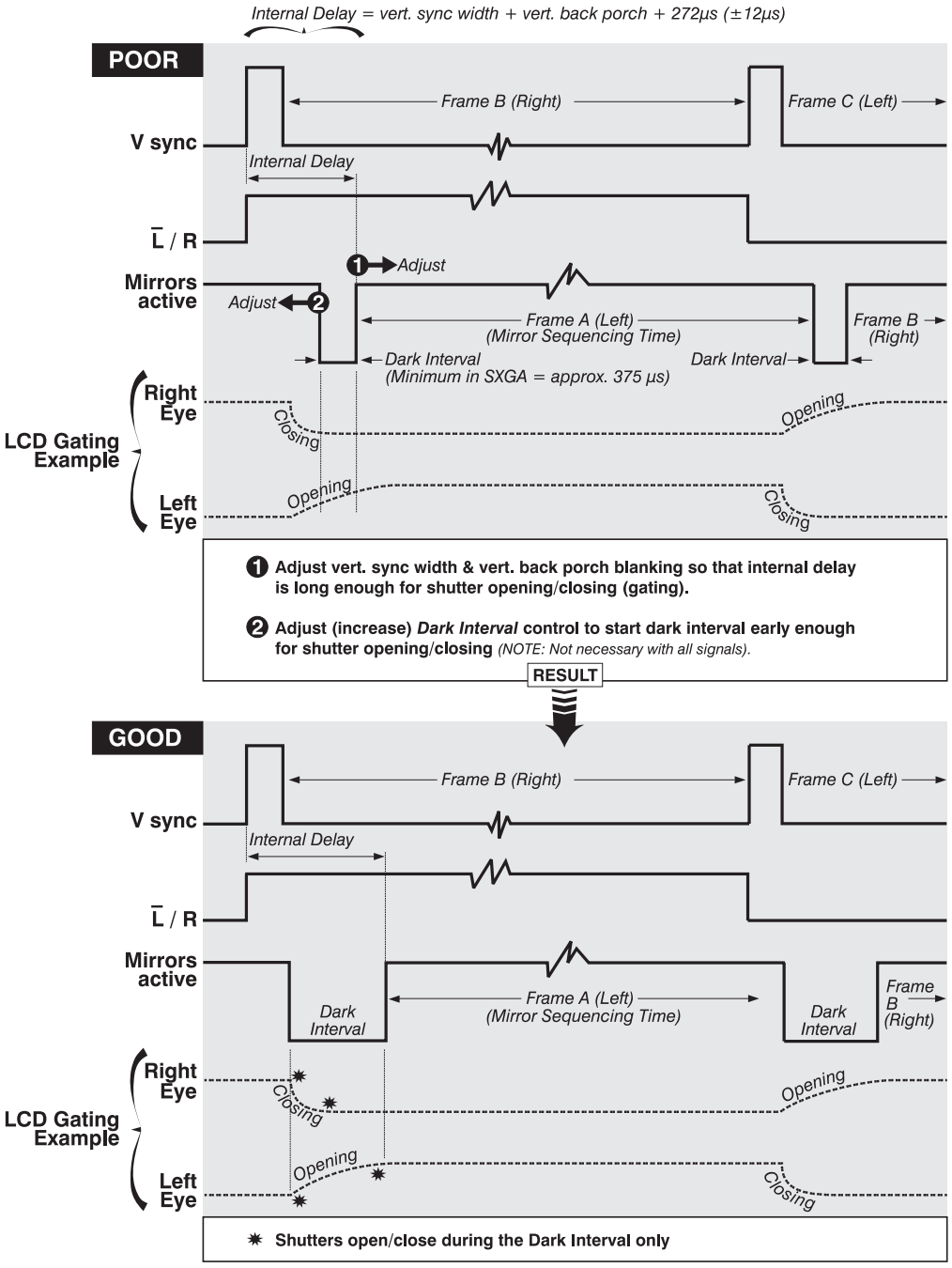


Figure 3.29. Customizing the Input Signal

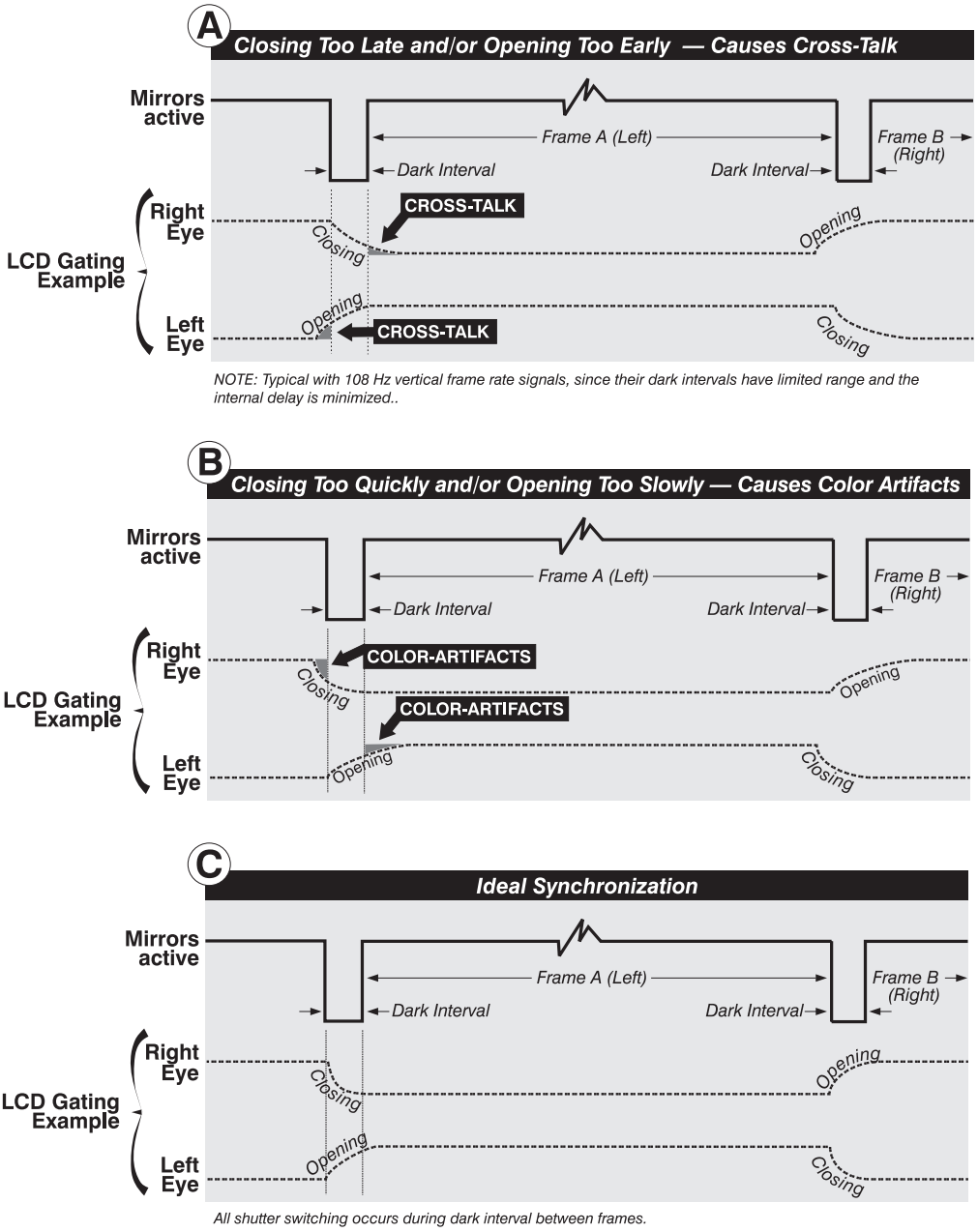


Figure 3.30. Examples of Poor and Ideal Synchronization

2) ***"Dark Interval"*** projector control *(note: not always required).* For slower gating technologies, you may also need to artificially increase the amount of dark time between displayed frames so that shutters have even more time to open/close and each eye sees the full display intended for it (Figure 3.30B). Symptoms are more subtle than cross-talk—if the dark interval is too brief for proper gating, you may notice an apparent color temperature problem, with some whites or grays appearing with a slight red, green or blue tint. This color artifact is particularly easy to diagnose in a grayscale test pattern displayed in 3D mode (i.e., with Minimum Delay). In the *Advanced Image Settings* menu, increase the "Dark Interval" as necessary until the grayscale is correct—you may also have to increase the internal delay when using a longer Dark Interval. Note that the Dark Interval default is approximately 375 μs, but slidebar values range from 0-255 and do ***not*** indicate μs.

*NOTES: **1)** Increasing the Dark Interval decreases the peak brightness of the image. Use only if necessary—you may prefer some color artifacts rather than reduced brightness, or vice versa. **2)** Higher input frame rates limit the range of Dark Interval adjustment. **3)** You may have to adjust Gamma (if available—it is set to "Default" if the Adjust Primary Colors function is also in use) to account for the longer dark interval. **4)** Faster glasses enable use of a briefer dark interval. **5)** See Table 3.3 for an example of a 96 Hz source having 1 ms dark time between frames.*

V-Position and Synchronization

By default, the projector begins display on its first (top) line of pixels. However, it is important to remember that a V-Position adjustment (accessed in the *Size and Position* menu) determines the first active line in the *source*, moving your display accordingly. Such an adjustment, therefore, increases or decreases the delay in your display signal, in turn changing the required synchronization in your 3D application.

- **IF V-POSITION IS HIGH →** More delay, so display starts later in the signal
- **IF V- POSITION IS LOW →** Less delay, so display starts earlier in the signal

Note that H-Position and Blanking controls do *not* affect timing parameters.

Examples of Compatible 3D Sources ➤

There are numerous compatible 3D source signals that are compatible with the *Mirage 10000*. Two examples of compatible timing parameters are shown in Table 3.3.

***Table 3.3. Two Examples of Compatible 3D Sources** (NOTE: XGA ❊)*

			Horizontal Timing Parameters (Pixels)			Vertical Timing Parameters (Lines)		
Glasses Speed	Vert. Rate	Pixel Rate	Front Porch	Sync Width	Back Porch	Front Porch	Sync Width	Back Porch
closed <600 µs	119.2 Hz	135 MHz	80	100	110	32	2	60
closed <600 µs	96 Hz	108.7 MHz	80	100	110	26	2	66

❊ *Tracking = 1314. No of lines = 862. Pixel rate must be less than 160 MHz.*

NOTE REGARDING THE 96 Hz SOURCE, ABOVE: If you set the *Mirage 10000* Dark Interval setting to "67" when using the 96 Hz source shown in Table 3.3, you will have 1 *ms* dark time between frames to accommodate the opening/closing of your 3D glasses.

3D Troubleshooting ➤

Refer to the following guide when 3D images displayed by *Mirage 10000* do not appear as you expect:

FLICKERING IMAGE: Make sure your source signal is 96 Hz or higher.

IMAGE IS COMPRESSED HORIZONTALLY: Increase pixel tracking to 1168 or higher. If already maximized, the pixel clock rate of the source is too high for the projector.

CAN'T SELECT "MINIMUM DELAY": If this option is disabled (gray), you likely do not have an appropriate signal connected. Check your source—make sure it meets the criteria listed earlier in *3D Source Requirements and Conditions*.

3D CROSS-TALK (GHOSTING): 1) Make sure the IR emitter is not blocked and that its signals can reach glasses. 2) If using a Pi Cell polarizer and passive glasses, make sure you are using a screen that maintains polarity. 3) Are depleted batteries slowing down the active glasses? 4) Fix timing parameters in your source. 5) Adjust Dark Interval setting.

NO IMAGE, JUMPY IMAGE, OR NOISE AT IMAGE TOP: Your video card's minimum timings for blanking and pulsed width are too slow for use with the projector.

WITHOUT GLASSES, I SEE ONLY A SINGLE IMAGE: You are not in 3D mode. Make sure "Minimum Delay" processing mode is selected in the *Advanced Image Settings* menu.

WITH GLASSES, PERSPECTIVE APPEARS "REVERSED": If vanishing points of objects appear in the foreground rather than background, destroying perspective, the TTL inverter is likely missing or not working (you can confirm this by turning the glasses upside-down—3D will return).

IMAGE IS BREAKING UP: The horizontal back porch may be too small or too large. If you can lock to the signal by changing H-Position but have a black left edge in the image, *reduce* the source's horizontal back porch blanking. If the black edge is on the right, *increase* the source's horizontal back porch blanking.

HORIZONTAL STREAKS IN THE IMAGE: You may need to enable the Clamp Tip option in the *Input Levels* menu (accessed via *Advanced* menu) with 4- or 5-wire signals.

COLORS ARE "ODD": If some grays in your grayscale appears tinted when viewed in 3D mode (i.e., Minimum Delay), your glasses may be slightly slow for the current signal setup. 1) If possible, adjust the projector's Dark Interval control. 2) Double-check timing adjustments to the source. 3) Use faster glasses.

3.9 Using Multiple Projectors

When working with multiple projectors, you may want to use the RS-232 or RS-422 serial ports to chain the projectors together in a network that you control from either a keypad or a computer/controller (*see 2.9, Serial Port Connections*). Or you may prefer that each projector stands alone, in which case you will probably use a single IR remote keypad. In either case, you can switch back and forth between broadcasting to all projectors or controlling each projector individually.

Assigning a "Projector#" ➤

Make sure you have assigned a unique projector number to each projector present — this number will be required in order get the exclusive attention of an individual projector. To assign a projector number:

Press Menu and select the *Communications* menu. In the *Communications* menu, scroll down to "Projector#" and enter a three-digit number (000 to 999) for identifying the current projector. Press Enter to accept the entry, or Exit to cancel.

Repeat for each projector, using a unique three-digit number for each. Once every projector has its own number, you can begin to control the network.

Controlling One Projector ➤

First make certain that only one (any) projector has its "Broadcast Keys" option selected (checked) and IR sensors enabled — the remaining projectors must have the "Broadcast Keys" option unchecked and their keypads disabled (do this in *Preferences* menu). The "Broadcast Keys" projector will then relay keypad commands to the other projectors. If using a wired remote, make sure to select the "Broadcast Keys" option for the projector to which the wired remote is connected.

To work with a single projector, press PROJ to display an editable window from each projector. Enter the three-digit number you have assigned to the projector you wish to control. All keypad commands will then affect this projector exclusively until you press PROJ again and enter a different number, or until you switch to broadcast mode (below).

*NOTES: **1)** If you are using a computer or controller to issue commands, use the correct RS-232 software command to gain control of a single projector.*

Broadcasting to All Projectors ➤ PROJ PROJ

First make certain that only one projector has its "Broadcast Keys" option selected (checked) — the remaining projectors must have the option unchecked and their keypads disabled (do this in *Preferences* menu). The "Broadcast Keys" projector will then relay keypad commands to the others. If using a wired remote, make sure to select the “Broadcast Keys” option for the projector to which the wired remote is connected.

On either the IR remote or wired keypad, press PROJ to display the projector box. Press PROJ again *without* entering a number — the keypad commands will now affect all projectors.

*NOTE: **1)** If you are using a computer or controller to issue commands, use the correct RS-232 software command to broadcast.*

3.10 Error Conditions

Occasionally the projector may encounter an error condition that can interrupt normal operation. Such a condition can be caused by a simple invalid keypad entry, an input signal error (most common) or a system error.

If you would like to be notified on-screen of such errors, select the “Screen” option from the “Display Error Messages” pull-down list (in *Preferences* menu). If you would like to be notified via a serial communication only, select the “RS-232” option instead. To receive both notifications, select “All”. To disable error messages (except for “invalid user key entry”, which can’t be hidden), select “Off”.

NOTE: Except for invalid user key presses, error messages also always appear in the LCD Status Display window adjacent to the keypad at the rear of the projector.

User Errors ➤ ***Invalid User Entry***

A keypad entry not recognized by the projector will trigger an on-screen error message describing the problem. For example, if you specify a channel number that is not available, the message “*Invalid Channel* will appear. Or if you try to enter the wrong password, you’ll see “*Invalid Password*”. Press Enter or Exit to clear the message and try again.

*NOTE: The on-screen display of “Invalid User Entry” messages cannot be disabled, even if **Display Error Messages** has been set to “Off”.*

Input Signal Errors ➤ Input signal error messages appear when you are in presentation level (i.e., when there are no menus present) and have selected an input on which the projector detects a problem. While menus remain operational and any key press will temporarily remove the error message, you must resolve the signal problem in order to permanently eliminate the message.

NOTE: Input signal messages appear on-screen only if ***Display Error Messages*** *has been set to "Screen" or "All".*

No Signal

The message *"No signal"* appears when there is no signal detected at the selected input. Both HSYNC and VSYNC are inactive and the screen background is black. Connect or correct the signal, or select another input.

Bad Sync

The message *"Bad Sync"* is displayed when HSYNC or VSYNC are active but the signal cannot be displayed. Such a condition occurs when only one of the two signals is present, or when either signal is unstable or of the wrong frequency. Correct the signal or select another input.

Other Signal Error Messages

In addition to the common *"Bad Sync"* and "*No Signal*" errors, you may encounter a signal error message indicating that Hsync and/or Vsync are either too fast or too slow. When such a message appears, check the frequencies shown in the *Status* menu. If they are correct, then the signal is not recognized by the projector. On some PCs you may be able to change the settings to generate a compatible signal. If the frequencies shown in the *Status* menu are incorrect, check the cabling to see where the problem is.

System Warnings / Errors ➤

When the projector encounters a system malfunction, either a System Warning message or a System Error message may appear. Both types of messages are accompanied by a steady red "Power" LED and a flashing red-and-yellow error code on the "Status" LED, and a related message appears on the LCD Status Display window. A system malfunction can be cleared with Exit Exit from presentation level, but may indicate the need for service by a qualified service technician.

NOTE: System messages appear on-screen only if ***Display Error Messages*** *has been set to "Screen" or "All".*

System Warnings

A system *warning* message indicates that a system malfunction has been detected (see *Status LED Codes*, below). A system warning message replaces any input signal message and disappears when the input signal status changes. While the projector will remain operational, the message indicates the presence of a serious problem that should be reported to the manufacturer. You can press EXIT Exit to remove the message, but for best results you should reset the projector—power the projector down and up again with the POWER key.

System Errors

A system *error* message indicates that a serious malfunction has been detected and must be reported to the manufacturer (see *Status LED Codes*, below). The projector will no longer operate and must be reset—power the projector down and up again with the POWER key.

The Status LED Codes

If the "Status" LED on the back of the projector repeatedly flashes a pattern of yellow and red light while the "Power" LED glows a continuous red, you have encountered a likely system error requiring the attention of a qualified service technician (see

System Warnings and *System Errors*, above). Acknowledge and clear the error with Exit Exit from presentation level, or try resetting the projector by powering it off and on again, cooling when necessary. Consult Table 3.4 and contact your dealer if the problem persists.

The specific pattern of flashing indicates the 2-digit code identifying the type of problem encountered—the number of yellow flashes represents the first digit and the number of red flashes indicates the second digit. For example, a pattern of "yellow-yellow-red-red-red-red-red-red-red-red" is "Code 28", meaning the lamp is not installed. These codes include:

Table 3.4. System Error Codes

Code	Description
GENERAL	
12	Software bug. Contact dealer/factory.
13	CRC error in flash ROM. Download new software.
14	Replace IPM
15	Attempting to download code without being in boot mode
16	Invalid interrupt. Power off/on. If persists, contact dealer/factory.
LAMP / BALLAST	
21	Unable to turn the lamp on
22	Lamp is overheated
23	n/a
24	n/a
25	Lamp may be on before being turned on
26	Cannot read valid lamp ballast ID
27	Unexpected lamp shut-off
28	Lamp is missing
IMAGE PROCESSOR MODULE	
31	Boot code CRC failed
32	Unable to program the Sync Xilinx part
33	Unable to program a device on Altera programming bus
34	Unable to program a device on JTAG programming bus
35	Unrecognized ROM type
36	Write to flash ROM failed
37	General IPM failure
38	Code being downloaded will not fit in ROMs
OPTICAL/DMD SUBSYSTEM COMMUNICATIONS	
41	Unrecognized BTM or BRM
42	Unable to program a device on BTM or BRM
43	n/a
44	n/a
45	n/a
46	n/a
47	Mixed Formatters
48	Download failure in display engine
POWER & COOLING	
51	n/a
52	n/a
53	Main exhaust fan has failed
54	n/a
55	Low voltage power supply failed to turn on
56	TEC for red DMD has overheated
57	TEC for green DMD has overheated
58	TEC for blue DMD has overheated
MOTOR CONTROL MODULE (not in all projectors)	
61	Problem communicating with the MCM
62	n/a
INTERCONNECT OR CHASSIS I.D.	
71	Unable to access EEPROM on the ICM
72	EEPROM memory has re-initialized
VIDEO DECODER MODULE (INPUT 3 OR 4 OPTION)	
81	Unable to program the video decoder (VDM)
OPTIONAL INTERFACE MODULE	
91	Unable to program the option card

If you encounter a system error, clear it with Exit Exit*. If necessary, try resetting the projector by powering it off and on again (cooling if necessary). Contact dealer/factory if error persists.*

Section 4

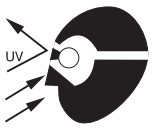
Maintenance

4.1 Warnings and Guidelines

This projector is CSA approved and is designed for safe and reliable operation. However, safe operation cannot be assured by design alone; installers, maintainers, and users must maintain a safe operating environment for the system. Please read through and understand the following warnings and guidelines promoting safe usage of the projector.

⚠ WARNING ⚠
Never look directly into the projector lens. The extremely high brightness of this projector can cause permanent eye damage.

⚠ WARNING ⚠
For protection from ultraviolet radiation, keep all projector shielding intact during operation.



Labels and Markings ➤ Observe and follow all warnings and instructions marked on the projector.

The exclamation point within the equilateral triangle alerts the user to important operating and maintenance (servicing) instructions in the literature accompanying the projector.

The lightning flash and arrowhead symbol within the equilateral triangle alerts the user to non-insulated "dangerous voltage" within the projector's enclosure that may be of sufficient magnitude to constitute a risk of electric shock.

Projector Location ➤ Operate the projector in an environment which meets the operating range specifications in *Section 5, Specifications*. Do not operate the projector close to water, such as near a swimming pool.

Do not place the projector on an unstable cart, stand or table. If the projector is to be ceiling mounted, only use a Christie-approved ceiling mount fixture.

A projector and cart combination should be used with care. Sudden stops, excessive force, and uneven surfaces may cause the projector and cart combination to overturn.

Lamp and Filter Replacement ➤

LAMP: Do not operate the Xenon lamp for more than 1000 hours; risk of the lamp shattering increases as a result of changes in the quartz glass. Also, operation beyond 1000 hours significantly reduces brightness output.

⚠ WARNING ⚠
Even cool lamps can explode. Direct lamp window AWAY from all people and objects at all times.

The arc lamp operates at a very high temperature and pressure. Failure to allow the lamp to sufficiently cool prior to handling could result in an explosion causing personal injury and/or property damage. After turning the projector off it is important that you wait at least five minutes before unplugging it. This provides enough time for the internal lamp cooling fans to cool the lamp and to automatically shut off. Cool completely before handling.

⚠ WARNING ⚠
Use only lamps supplied by the projector manufacturer.

FILTER: Replace the side filter every 1000 hours or sooner. If this filter is not replaced, air flow may become restricted and cause the projector to overheat.

See ***4.4, Replacing the Lamp and Filter*** for the complete replacement procedure.

⚠ WARNING ⚠
Use only filters supplied by the projector manufacturer.

Power Cord and Attachments ➤

Only use attachments or accessories recommended by the manufacuter, such as the integral AC line cord. Use of other attachments or accessories with this projector may result in the risk of fire, shock or personal injury.

⚠ WARNING ⚠
Use only the integral AC power cord supplied. Do not alter or attempt operation if the AC supply and cord are not within the specified voltage and power range.

Do not allow anything to rest on the power cord. Locate the projector where the cord cannot be abused by persons walking on it or objects rolling over it.

Operate the projector at the specified voltage only. Do not overload power outlets and extension cords as this can result in fire or shock hazards.

The projector is equipped with a three wire plug having a third (grounding) pin. This is a safety feature. If you are unable to insert the plug into the outlet, contact an electrician to have the outlet replaced. Never defeat the safety purpose of the grounding-type plug.

Ventilation ➤

Before unplugging the power cord, make sure the internal lamp cooling fans have shut off. The fans automatically shut off when the projector has adequately cooled down.

Slots and openings in the projector provide ventilation. To ensure reliable operation of the projector and to prevent overheating, these openings must never be blocked or covered. The projector should never be placed near or over

a radiator or heat register. The projector should not be placed in an enclosure unless proper ventilation is provided. In a stack, do not invert only a single projector.

Never insert objects of any kind into the projector through the ventilation openings. They may touch dangerous voltages or short-out components resulting in a fire or shock hazard. Do not spill liquids into the projector. Should an accidental spill occur, immediately unplug the projector and have it serviced by qualified service personnel.

Servicing ➤ If any of the following conditions exist, unplug the projector from the power outlet and refer service to qualified service personnel.

- The power cord has been damaged.
- The internal cooling fans do not come on when the projector is first turned on.
- Liquid has been spilled into the projector.
- The projector has been exposed to excessive moisture.
- The projector does not operate normally.
- The projector has been dropped or the case has been damaged.
- Projector performance has deteriorated.

Do not attempt to service the projector yourself. All servicing must be performed by a qualified projector service technician only. If replacement parts are required, it is important that only manufacturer-approved parts are used. Other parts may result in fire, electric shock or risk of personal injury.

4.2 Cleaning

Clean the projector exterior when required. Before cleaning, always unplug the projector from the power outlet.

Lens ➤ To avoid the risk of scratching the lens, clean the lens *only* if absolutely necessary. A small amount of dust on the lens will have virtually no effect on picture quality. If the lens must be cleaned, use a DRY soft cotton cloth. Clean gently in a circular motion.

Lamp ➤ Never touch the glass surface of the lamp, as the oil imprint will seriously degrade lamp performance. Should you accidentally touch the surface of the lamp, clean carefully with a lint-free cloth moistened with isopropyl alcohol.

Case ➤ Clean the case with a soft dampened cloth. Use a mild commercial cleaner. Do not use liquid or aerosol cleaners.

4.3 Replacing Keypad Batteries

The IR remote keypad uses four AA size, 1.5V batteries (preferably alkaline). To install new batteries, open the battery compartment at the back side of the keypad by pulling on the raised portion of the cover as shown (Figure 4.1).

Remove the old batteries and safely discard. Wait a minute or two and place the new batteries in the compartment, orienting the positive/negative of each battery according to the labels in the compartment. When batteries are in place, replace the cover by inserting its bottom edge first and snapping the top into place. Do not force.

NOTE: Always wait a minute or two when replacing batteries so that the internal electronics discharge and can recognize the change.

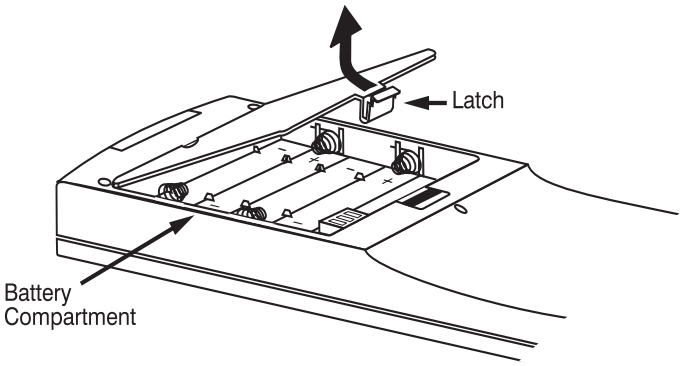


Figure 4.1. Replacing Keypad Batteries

4.4 Replacing the Lamp and Filter

NOTE: For this procedure you will need a "Roadie/Mirage 10000 Lamp and Filter Replacement Kit".

The high brightness of your projector is provided by a 1.9 kilowatt Xenon lamp permanently mounted inside its own protective housing. When the bulb approaches 1000 hours of usage, this lamp module needs to be replaced.

How Old is The Lamp?

The number of hours logged on the current lamp appears both in the *Lamp* submenu (accessed through the *Advanced* menu) and the *Status* menu. In the *Status* menu, do not confuse "Lamp Hours" with "Lamp Counter", which indicates the number of hours logged during the current rental period only and is normally used just for rental projectors.

*NOTE: As the lamp nears its limit (as set in **Lamp Limit**), a message can appear on screen to warn that the lamp needs to be replaced. To make sure that this warning appears, enter a checkmark in the **Lamp Message** checkbox located in the **Lamp** submenu.*

Lamp Replacement Procedure

➤ You will need a Phillips screwdriver for this procedure.

⚠ WARNING ⚠
Lamp replacement is to be done by a qualified service technician only.

⚠ WARNING ⚠
Never remove a hot lamp. The bulb is under great pressure and risk of explosion increases with temperature, causing personal injury and/or property damage. Allow to cool completely and handle by the housing only.

⚠ WARNING ⚠
Even cool lamps can explode. Direct lamp window AWAY from all people and objects at all times.

⚠ WARNING ⚠
Use only lamps supplied by the projector manufacturer.

STEP 1 ➤ Turn off the projector

Turn the projector off and allow the cooling fans to stop automatically before proceeding with Step 2.

STEP 2 ➤ Unplug the projector

When the cooling fans have stopped, unplug the projector. *Allow additional time for the lamp to cool completely. Never handle a hot lamp, and use caution at all times.*

STEP 3 ➤ Unlatch & open lamp door

The lamp module is secured in place behind a lamp door located on the left side of the projector about half way back (see Figure 4.2 and Figure 4.3).

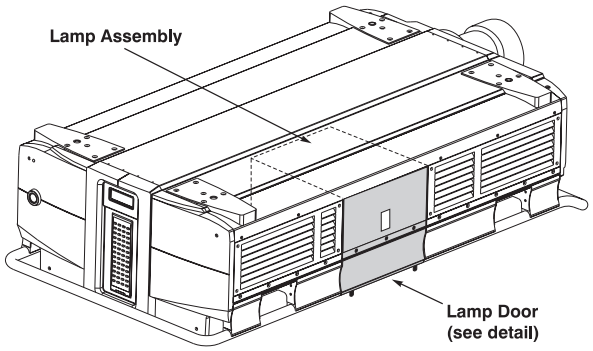


Figure 4.2. Lamp Location

- Unlatch the center latch by pulling up and loosening ¼ turn.
- Slide the 2 bottom spring fasteners firmly towards the center. Then pull the fasteners towards you to lock in place. *NOTE: Pull firmly—the springs are stiff.*
- Pull the door down, then off—the internal lamp bracket and lamp module will be exposed.

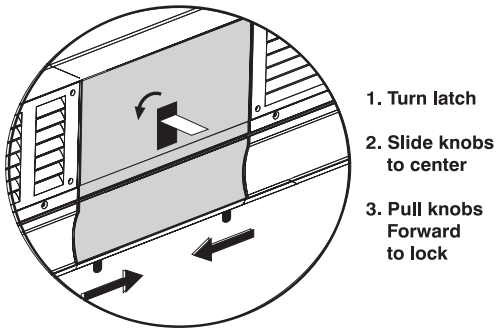


Figure 4.3. Open Lamp Door

STEP 4 ➤ Remove lamp bracket

Loosen both bracket knobs. Pull the bracket straight up, lifting one end up until it is free from its slot in the lamp cavity, and remove. See Figure 4.4.

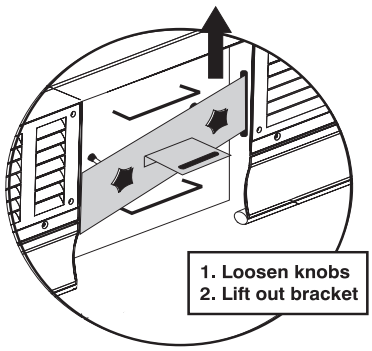


Figure 4.4. Remove lamp bracket

STEP 5 ➤ Pull out old lamp module

Grasp the top and bottom handles of the lamp module and pull the module straight out of the projector (Figure 4.5). Pull firmly while keeping the assembly level.

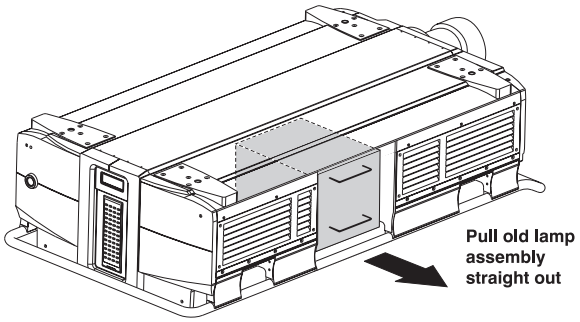


Figure 4.5. Pull out old lamp module

STEP 6 ➤ Return old lamp module

All lamps returned to the manufacturer must be packed safely and securely in an adequate shipping carton, such as the box and packing materials provided with the new lamp. Label the carton clearly with an RMA number and return to the manufacturer as described in the instructions provided with the new lamp.

NOTE: Your voluntary participation in this re-lamping program is strongly encouraged, and helps ensure availability of economical replacement lamps carrying a full warranty. Once you have returned a used lamp, you are entitled to the purchase of a re-lamped lamp module. Consult the Lamp Warranty Program document for further re-lamping details.

STEP 7 ➤ Insert new lamp module

- **CLEAN THE LAMP AREA AND CHECK NEARBY COMPONENTS:** With the lamp module removed, carefully check for and remove any debris in the lamp compartment and adjacent duct. Make sure the cold mirror is intact, and that the adjacent blower is clean and turns freely.

⚠ WARNING ⚠
Clear the projector interior of any debris.

- See Figure 4.6. Align the lamp module to the lamp compartment with the lamp window facing the projector, handles near top and bottom. Carefully slide the module straight into the projector. When it feels as though it is in place, push very firmly once more to ensure that the unit is properly seated *as far back* as possible.

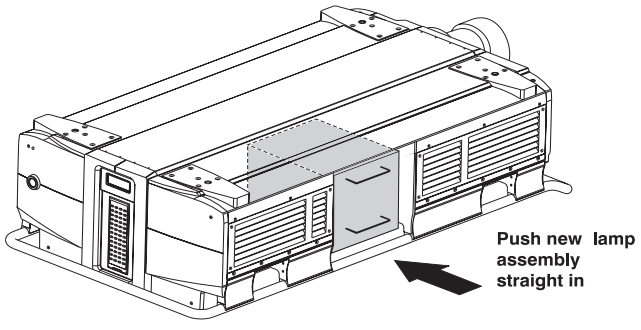


Figure 4.6. Install new lamp module

⚠ WARNING ⚠
Do not face, touch or bump the lamp window.

STEP 8 ➤ *Install lamp bracket*

Set the lamp bracket into the slots on the side of the lamp compartment, making sure both ends seat securely at the bottom of the slots. Hand tighten the 2 knobs firmly so that the lamp is secured as far back into the projector as possible. See right.

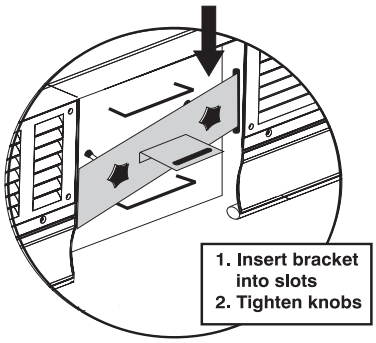


Figure 4.7. Install bracket

STEP 9 ➤ *Align the lamp*

⚠ **IMPORTANT:** Align as per the instructions supplied with the new lamp kit. **ALIGNMENT IS MANDATORY** for this projector, and must be done whenever the lamp module is replaced or moved. Make sure the bracket is in place when aligning.

STEP 10 ➤ *Replace the lamp door*

Insert the top edge of the lamp door under the projector top lid. Then release the bottom latches by pushing back and then sliding the fasteners firmly away from each other to lock into the projector handle. Secure top latch. See right.

NOTE: If the door doesn't appear to fit properly, the lamp module is likely not quite in all the way—push the module in a little farther and re-align.

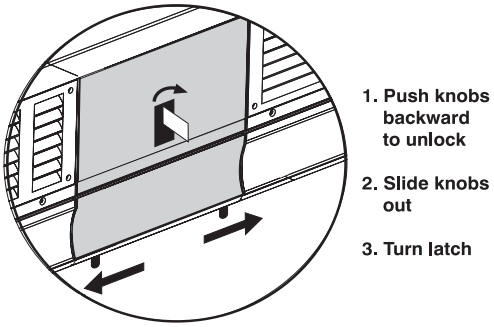


Figure 4.8. Replace lamp door

STEP 11 ➤ *Power up the projector and reset the lamp timer*

In the *Advanced* menu, select the "Lamp" option. In the *Lamp* submenu, select the "Change Lamp" option–enter the new serial number in the S/N text box (see *Section 3, Operation* if you need help entering the number). When the new number is recorded, the lamp timer will automatically reset to "0" hours and begin to log time.

IMPORTANT

If you neglect to enter a serial number, the lamp timer will not reset to "0" and will therefore be inaccurate. The lamp life limit may then expire prematurely.

NOTES: ***1)*** *Once entered, the new lamp serial number is also automatically added to the "Lamp History" submenu (read-only).* ***2)*** *Lamp life data is required for warranty claims.*

Filter Replacement Procedure ➤

It is a good idea to replace the 2 side filters whenever the lamp module is replaced (or more frequently if operating the projector in a dusty environment). These filters lie along the right side panel of the projector, running from the front edge to about 9 inches from the rear.

STEP 1 ➤ *Turn off the projector, cool, and unplug.*

Before removing or installing a filter, turn off the projector and allow to cool for five minutes before unplugging.

⚠ WARNING ⚠
Unplug the projector.

STEP 2 ➤ *Remove the filter grille*

Remove the 6 screws securing the filter grille to the projector (Figure 4.9).

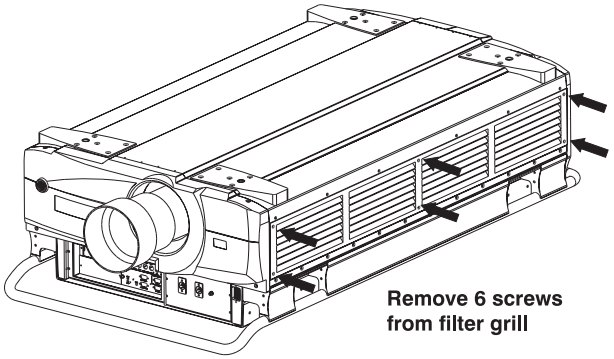


Figure 4.9. Remove filter grille

Pull out the old filters and replace with the new, wire side in. Align the first filter to the front edge of the projector and follow with the second so that the last 9 inches (approx.) are not covered by filter. See Figure 4.10. Replace the grille and secure with the 6 screws.

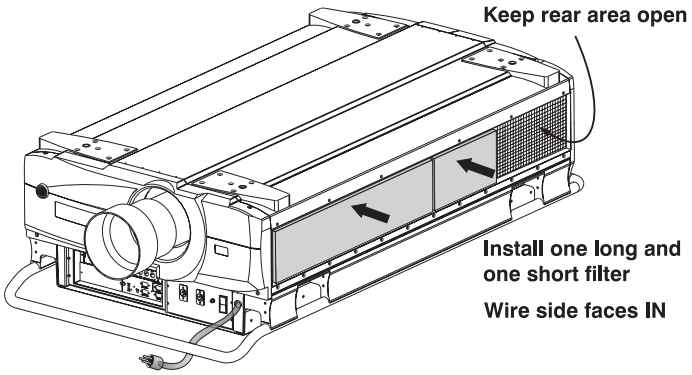


Figure 4.10. Install long and short filters

⚠ WARNING ⚠
Use only Christie filters. Never operate the projector without the filters installed.

4.5 Replacing the Lens

A variety of lenses are available to accommodate different throw distances and specific types of installations. See page 5-1 for details. To change or install a lens, follow the steps below.

STEP 1 ➤ Turn off the projector, cool, and unplug.

Before removing or installing a lens, turn off the projector and allow to cool for five minutes before unplugging. Make sure that the lens cap is on.

⚠ WARNING ⚠

Unplug the projector. Install the lens cap.

STEP 2 ➤ Remove the lens

Make sure the projector is unplugged. Grasp the lens assembly near the point where it enters the projector and slowly unscrew (turn counter-clockwise) until the assembly is free from the projector. Use both hands and take care not to touch the lens surface, which is easily damaged. Set aside.

*NOTE: To remove a motorized zoom lens, loosen the 3 thumbscrews securing the zoom adapter collar around the perimeter of the lens (see Figure 4.13). Then unscrew the lens **and** pull out the adapter collar.*

STEP 3 ➤ Install the new lens and adjust

FIXED (NON-ZOOM) - Make sure the new lens is protected by the lens cap. ***Turn off the projector.*** Install the new lens in the projector by *carefully* screwing the assembly into the projector just until snug. If the lens assembly seems difficult to turn, it may be cross-threaded. Carefully remove and try again. Use both hands and do not force or over-tighten.

MOTORIZED ZOOM - Make sure the zoom lens is protected by a lens cap. Then:

a) **TURN OFF AND UNPLUG THE PROJECTOR.**

b) **INSERT THE NEW ZOOM ADAPTER COLLAR** (available separately) into the empty lens area of the projector, aligning the collar pin to the slot in the projector (Figure 4.11). Fully *loosen* all 3 collar thumbscrews. *NOTE: The adapter collar enables remote (motorized) zoom in the projector. For manual zoom adjustment, do not install this collar.*

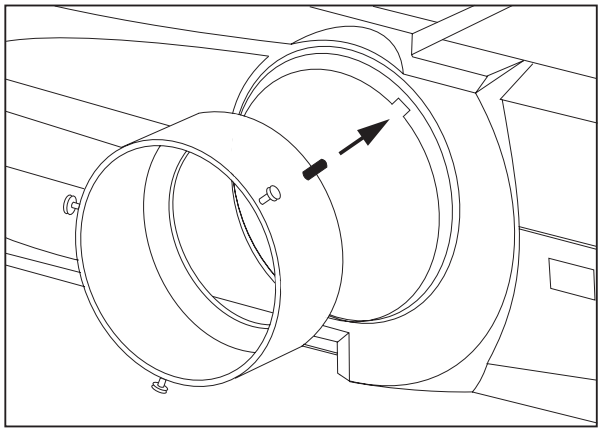
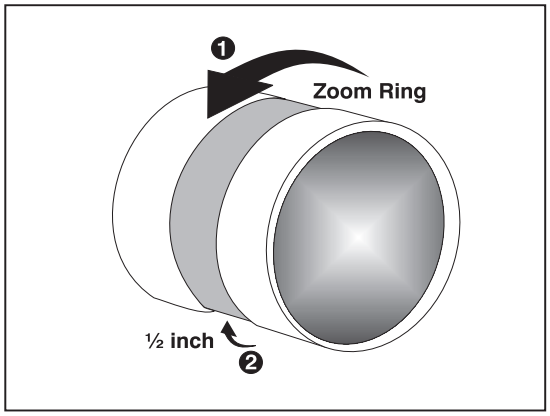


Figure 4.11. Align adapter collar pin to slot in projector

c) Screw the lens into the projector as described above for non-zoom lenses. It should not come into contract with the adapter collar at this point.

d) ADJUST THE ZOOM RING: Face the front of the projector. On the lens, *manually* turn its textured zoom ring counter-clockwise as far as possible. Then reverse direction by approximately ½ inch. See right.



e) Remove the lens cap. Plug in the projector and power up.

f) ADJUST THE ADAPTER COLLAR: Press [Lens] to display the *Lens Control* menu. Then adjust as follows (see Figure 4.12):

- Adjust "Zoom" to its maximum, watching the adapter as you hold the [+▶] key down. The adapter collar will turn counter-clockwise as far as possible and then automatically back off (reverse a slight distance) when it has reached its maximum.
- Briefly *decrease* "Zoom" to continue this back-off by another ¼ inch. Watch the collar movement carefully as you press [◀−]. You may want to mark reference points first.

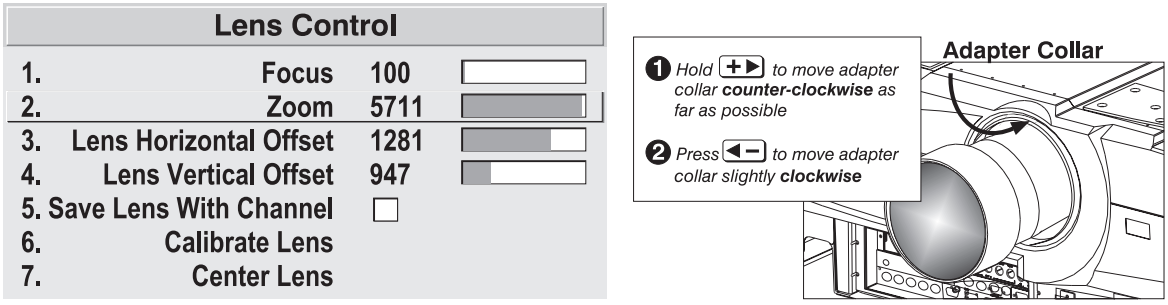

Lens Control
1. Focus 100
2. Zoom 5711
3. Lens Horizontal Offset 1281
4. Lens Vertical Offset 947
5. Save Lens With Channel
6. Calibrate Lens
7. Center Lens
1 Hold [+▶] to move adapter collar counter-clockwise as far as possible
2 Press [◀−] to move adapter collar slightly clockwise
Adapter Collar

Figure 4.12. Adjust adapter collar using "Zoom" control

IMPORTANT
Make sure to turn both the *lens zoom ring* and *adapter collar* as described.

g) Gradually tighten the 3 thumbscrews equally, taking care to keep the adapter collar and lens centered with one another (Figure 4.13). The adapter collar should be securely attached to the lens when you are done, enabling the lens to move with [Lens] adjustments.

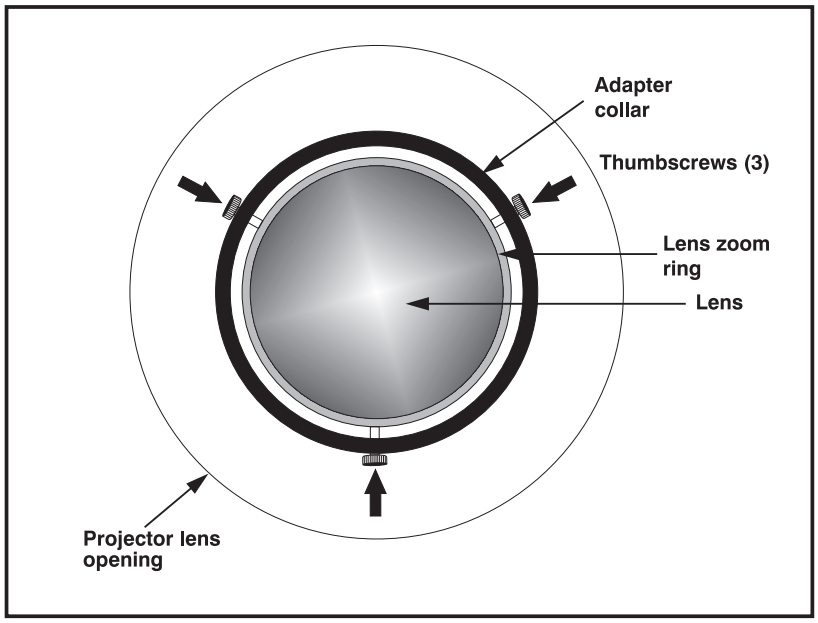


Figure 4.13. Tighten 3 thumbscrews equally

STEP 4 ➤ Reposition the projector

Remove the lens cap and reposition the projector closer to or further from the screen as necessary for the screen and new lens type. For example, if using a **0.8:1** lens, throw distance should be roughly equal to **0.8 x** the **screen width**. For accuracy in a permanent installation, always use the appropriate throw distance from *Appendix E*. Power up and test, adjusting offsets as necessary.

NOTE: If you install one of the larger lenses you may need to adjust the lens mount tilt UP slightly to compensate for increased gravitational pull on these heavier lenses. On the front bezel of the projector, remove the very small cap located near the top of the lens (at approximately 11 o'clock). Insert a 9/64" Allen key until it seats on the internal hex screw—you may have to move the horizontal offset for access. Turn the screw slightly to adjust the lens tilt UP as necessary.

4.6 Troubleshooting

If the projector appears not to be operating properly, note the symptoms present and use the following guide to assist you. If you cannot resolve the problems yourself, contact your dealer for assistance.

NOTE: Always check the LCD status window at the rear of the projector for initial information about a problem.

Symptom ➤ The projector will not turn on when [Power*] is pressed…

CAUSE / REMEDY:

1. Make sure to hold [Power*] for approximately one second. Or press [Power*] quickly and release, and follow with [▲ON].
2. Do both LEDs come on at the front of the projector? Check that the power cord is properly connected at the wall outlet (200-240 VAC, 50-60 Hz nominal) and that you are using the integral cable provided with the projector.
3. Does the green "Status" LED flash with each key press? If not, the projector is not receiving the keypad's IR signals. Ensure the keypad is directed at either the front or rear of the projector, or at the screen. Also make sure that these paths are not blocked. Try the built-in keypad.

4. The batteries in the IR remote keypad may be weak. Refer to *4.3, Replacing Keypad Batteries* for instructions.
5. The IR keypad may have been disabled by a change in protocol. See *2.10, Keypad Protocols and Conversion* and *3.7, Adjusting System Parameters and Advanced Controls*.
6. Use the Power* key on the built-in keypad to turn the projector on.

Symptom ➤ The projector is on but I can't see display of source input...

CAUSE / REMEDY:

1. Was the lens cover accidentally left on? Remove lens cover.
2. Is the shutter closed? Is the projector in standby? Press Exit to clear.
3. Is an active source connected properly? Check the cable connections. And is the correct source selected? Press Input1, Input2, Input3, or Input4 to select. See *2.4, Source Connections* and *3.5, Working with Inputs and Channels* for details.
4. Are there test patterns or menus present? If so, check your source connections again.
5. The room lighting may be too bright. Lower the intensity of the room lighting. Reduce light reflections as much as possible.
6. Increase contrast and/or brightness of image.
7. The projector may be too far from the screen. Move the projector closer.
8. Is the "Status" LED flashing a pattern of yellow and red light while the "Power" LED is steady red? This indicates an internal system error that may prevent the projector from operating. If the problem persists contact a qualified service technician.

Symptom ➤ The projector does not respond to the infrared remote keypad...

CAUSE / REMEDY:

1. Does the built-in keypad work? If so, check that remote keypads are enabled.
2. Does the green "Status" LED flash each time a key is pressed? If not, the projector is not receiving the keypad's IR signals. Ensure the keypad is directed to either the front or rear of the projector, or towards the screen.
3. The viewing path between the IR keypad and the projector (or screen) may be blocked. Ensure there is a clear line-of-sight between the keypad and the projector (or screen).
4. The batteries in the IR remote keypad may be weak. Refer to *4.3, Replacing Keypad Batteries* for instructions on how to replace the batteries.
5. There may be unusual lighting conditions in the room affecting IR keypad operation. Determine if such conditions exist and correct.
6. The IR keypad may have been disabled for use with this projector(s). Press PROJ PROJ to enable broadcasting to all projectors. See *2.10, Keypad Protocols and Conversion* and *3.7, Adjusting and Checking System Parameters* for additional information.

Symptom ➤ The power is on but the lamp is not…

CAUSE / REMEDY:

1. Does the LCD status window say "warming up"?
2. The projector probably became overheated (there is likely an error code flashing and a message in the LCD status window). Allow to cool and make sure that nothing blocks projector vents. Do not operate in environments warmer than 35°C (95°F).

3. The lamp may have reached the end of its life. Check the "Lamp Hours" via the RS-232 request **lph?**.

Symptom ➤ The display is jittery or unstable…

CAUSE / REMEDY:

1. If the display is jittery or if it disappears and reappears erratically, check that the source is properly connected and that its signal is of adequate quality for detection. For example, it the projector scans the default input Input1 for a signal to display, and a poor quality or improperly connected source is connected, the projector will briefly and repeatedly attempt to display an image. If no source is connected, the "No signal present" error message appears over a blank display. Correct the source connection.
2. The horizontal or vertical scan frequency of the input signal may be out of range of the projector. Refer to *Section 5, Specifications* for scan frequency ranges.
3. The sync signal may be inadequate. Correct the source problem.
4. The input signal type may conflict with the input module. Install/use the correct module for the source.
5. Pixel tracking, phase, filter, etc. may need more adjustment.

Symptom ➤ The display is faint…

CAUSE / REMEDY:

1. Check *Input Levels* option–turn *Auto input Level* "on", wait for 6 values of blacklevels and drives to stabilize, then turn *Auto input Level* to "off".
2. Brightness and/or contrast may be set too low. Adjust as necessary.
3. Gamma may be incorrect. Recommended setting for most signals is *Normal*.
4. The projection room may be too bright. Lower the intensity of projection room lighting and reduce light reflections as much as possible.
5. The projector may be too far from the screen. Move the projector closer.
6. The location of the audience with respect to the screen may not be ideal. Make sure the audience is within the viewing angle set by the projector and screen position, and the screen type.
7. The source may be double terminated. Ensure the source is terminated only once.
8. The source (if non-video) may need sync tip clamping. Enter a check in the *Sync Tip Clamping* box found in the *Input Levels* submenu.

Symptom ➤ The display is reversed and/or upside-down…

CAUSE / REMEDY:

1. The projector's image orientation is not set correctly for the current projector installation and position. Refer to *2.6, Operating Orientation* to set the image orientation to match your installation.

Symptom ➤ The upper portion of the display is waving, tearing or jittering…

CAUSE / REMEDY:

1. This can sometimes occur with video or VCR sources. If you are using a VCR, make sure that the "VCR" option is checked (in *Advanced Image Settings* menu).

Symptom ➤ Portions of the display are cropped or wrap to the opposite edge…

CAUSE / REMEDY:

1. Reduce top, bottom, left or right blanking from within the *Size and Position* menu. Check size and position adjustments.
2. Resizing may need adjustment. Adjust until entire image is visible and centered.

Symptom ➤ The display appears compressed or stretched…

CAUSE / REMEDY:

1. The frequency of the pixel sampling clock is incorrect for the current source.

2. The *Size and Position* options may be adjusted poorly for the incoming source signal. See *3.6, Adjusting the Image.*

Symptom ➤ Display quality appears to drift from good to bad, bad to good…

CAUSE / REMEDY:

1. The operating temperature of the projector may be fluctuating. Watch that the projector is not located too close to heating/air conditioning vents.
2. The source input signal may be of low quality.
3. The horizontal or vertical frequency of the input may have changed at the source end.

Symptom ➤ The display has suddenly frozen, or an unknown menu has appeared…

CAUSE / REMEDY:

1. You may have accidentally entered a special engineering code using the Func key in combination with certain numbers , or you may have selected the "Freeze Image" option. Press Exit as necessary to cancel the function and return to presentation level.
2. If the screen blacks out inexplicably, it is possible that excessive voltage noise on the AC or ground input has interrupted the projector's ability to lock on to a signal. Turn the projector off, wait for the lamp fans to stop, and unplug. Plug in again and power up as usual.

Symptom ➤ The display is not sharp or "clean"…

CAUSE / REMEDY:

1. More display adjustment may be required–check focus, brightness, contrast, pixel tracking, pixel phase, and detail.
2. If you are using a BNC T-connector, try using a distribution amplifier to boost signal levels.
3. Is the video input signal properly terminated? Set in *Preferences* menu.
4. The screen size may be too large. As screen size increases, magnification increases, reducing brightness and clarity. See lens specifications in *Section 5*.
5. The source input signal may be of low quality. Try another source.

Symptom ➤ Colors in the display are inaccurate…

CAUSE / REMEDY:

1. Color, tint, gamma, color space and/or color temperature settings may require adjustment. Review all settings, and refer to *3.6, Adjusting the Image* and *3.7, Adjusting System Parameters and Advanced Controls*.

Symptom ➤ The display is not rectangular…

CAUSE / REMEDY:

1. Check leveling of the projector. If necessary, try relocating the projector or screen so that the lens surface and screen are approximately parallel.
2. Is the vertical offset set correctly? Adjust as necessary (press Lens).
3. The "Keystone" and/or "Vertical Stretch" options may need adjustment. Also check pixel tracking.

Symptom ➤ The display is "noisy"…

CAUSE / REMEDY:

1. Display adjustment may be required. Adjust pixel tracking, phase and filter.
2. If video, make sure the video input is terminated (75 Ω). If it is the last connection in a loop-through chain, the video input should be terminated at the *last* projector only.
3. The input signal may be of poor quality.

4. The signal cables carrying the input signal may be of poor quality. Use only good quality signal cables.
5. The distance between the input source device and the projector may be too great. If the distance between the input source device and the projector is greater than 25 feet, signal amplification/conditioning may be required.
6. If the source is a VCR or off-air broadcast, detail may be set too high. Keep near 4 for most sources.

Section 5

Specifications

5.1 Specifications

NOTE: Due to continuing research, specifications are subject to change without notice.

Display ➤

Panel Resolution and Refresh Rate

Pixel format (H x V) on 3 DMD panels	1024 x 768 (XGA)
Refresh rate	23.97 – 120 Hz

Achievable Brightness

10,000 ANSI lumens

Achievable Contrast Ratio

> 250:1 ANSI, > 400:1 full on / full off

Colors and Gray Scale

Displayable colors	16.8 million
Gray scale resolution	8 bits

Color Temperature

Default	6500K
Range of Adjustment	3200K to 9300K

Lenses ➤

Lens Type / Throw Ratio	Diag. Screen Size	Max. % of Image Offset from Lens Center			
0.8:1	5-25'	⇧98%	⇩103%	⇦ 70%	70% ⇨
1.5 - 2.5:1	6-40'	⇧104%	⇩89%	⇦ 88%	79% ⇨
2.5 – 4:1	6-40'	⇧90%	⇩90%	⇦ 74%	76% ⇨
4-7:1	10-40'	⇧101%	⇩101%	⇦ 83%	75% ⇨
7-15:1	10-50'	⇧104%	⇩112%	⇦ 87%	90% ⇨
1:1 *(VistaPro 1.2:1)*	6-30'	⇧75%	⇩75%	⇦ 65%	64% ⇨
2.3:1 *(VistaPro 3:1)*	6-30'	⇧93%	⇩107%	⇦ 79%	79% ⇨
3.9:1 *(VistaPro 5:1)*	9.6-36'	⇧95%	⇩91%	⇦ 77%	72% ⇨
5.5:1 *(VistaPro 7:1*	9.6-36'	⇧100%	⇩115%	⇦ 83%	83% ⇨
1.2 – 2.3:1 *(VistaPro 1.5 – 3:1)*	9.6-36'	⇧86%	⇩86%	⇦ 75%	75% ⇨
2.3 – 5.5:1 *(VistaPro 3 – 7:1)*	9.6-36'	⇧98%	⇩94%	⇦ 83%	73% ⇨

*NOTES: **1)** Offsets are reduced when simultaneously offsetting horizontally and vertically. **2)** Manufacturing tolerances between the same lenses and/or projectors may cause >5% variation in offset ranges. **3)** The 0.8:1 lens is the same lens as the VistaGRAPHX 0.8:1 lens.*

Inputs ➤

Number of inputs	2 RGBHV (second input via plug-in module) 2 Video

Analog RGB and YP_bP_r (INTERLACED OR PROGRESSIVE SCAN FORMAT)

Horizontal frequency range	15 – 120 kHz *
Vertical frequency range **	23.97 –120 Hz
Pixel clock rate	10 – 160 MHz
Signal format	Analog RGB or YP_bP_r
Active pixels per scan line (H)	640 – 2048 (1024 in 3D mode)
Active lines per frame/field (V)	200 – 2000 (768 in 3D mode)
Minimum Back Porch in 3D Mode	350 ns (H) and 6 lines (V)
Minimum Front Porch in 3D Mode	4 pixels (H) and 1 line (V)
Input levels	
R,B,G,Y — with sync	$1.0V_{p-p}$ ±2 dB ($0.79V_{p-p}$ – $1.26V_{p-p}$)
R,G,B — without sync	$0.7V_{p-p}$ ±2 dB ($0.56V_{p-p}$ – $0.88V_{p-p}$)
Pb,Pr	$0.7V_{p-p}$ ±2 dB ($0.56V_{p-p}$ – $0.88V_{p-p}$)
DC offset	± 5V
Nominal impedance	75 ohms
Maximum return loss (VSWR)	1.2:1 dB @ 200 MHz

* *Input frequencies higher than the maximum panel refresh rate are displayed at a lower rate.*

Analog Video

Signal formats	Composite (CVBS), S-Video (Y/C)
Video standards	NTSC, NTSC 4.43, PAL, PAL-M, PAL-N, PAL-60 & SECAM
Input level, Composite	1.0 V_{p-p} ± 3db (including sync tip)
Input level, S-Video, Luma (Y)	1.0 V_{p-p} ± 3db (including sync tip)
Input level, S-Video, Chroma (C)	630 mV_{p-p} nominal (burst)
DC offset	± 5V
Nominal impedance	75 ohms
Maximum return loss (VSWR)	1.2:1 dB @ 6 MHz

Sync (INTERLACED OR PROGRESSIVE SCAN FORMAT)

Input levels *(for composite or separate H & V)*	$0.5V_{p-p}$ – $5.0V_{p-p}$
Impedance *(for composite or separate H & V)*	75 ohms
Sync type *(for composite or separate H & V)*	• Separate H and V • Bi-level or tri-level sync-on-green • Bi-level or tri-level composite
Polarity *(for composite or separate H & V)*	Positive or negative
Maximum return loss (VSWR)	1.2:1 dB @ 200 MHz

RS-232 Serial Input

Number of connectors	3 (1 network in, 1 network out, 1 for switcher control)
Connector type	9 pin D

RS-422 Serial Input

Number of connectors	2
Connector type	6-pin XLR

Wired Control Input

Optional wired keypad	3-pin XLR connector
Input level	High 2.0V min., Low 0.7V max.

Power Requirements ➤

Voltage range (auto switching)	200 to 240 VAC continuous
Line frequency	50 – 60 Hz nominal
Max. inrush current	60 amps
Max. current rating	14 amps @ 200V
Max. power consumption	2800 watts
Line cord rating	20 amp (use 20A or 30A plug)
Line cord wiring:	
black or brown	Live
white or blue	Neutral
green or green/yellow stripe	Ground

Lamp ➤

Type	1.9 kW Xenon short arc, open
Adjustment range	1.4 - 1.9 kW
Operating angle	any vertical angle, ±15° horizontal
Warm up period to full brightness	5 minutes
Rated life	1000 hours to half intensity

IR Control ➤

Typical range	100', line-of-sight
IR carrier frequency (subcarrier modulated)	336 kHz
Battery type (4 required)	AA 1.5 V (Alkaline cells)
Battery life	1 yr. Shelf, 1 mo. continuous use

Size & Weight ➤

Size (product only, W x L x H — incl. handles but not lens)	29" (73.7 cm) x 54" (137.2 cm) x 16" (40.6 cm)
Size of shipping box (W x L x H)	40" (101.6 cm) x 63" (160 cm) x 32" (81.3 cm)
Weight of product, no lens	220 lb. (100 kg)
Shipping weight	310 lb. (149 kg)

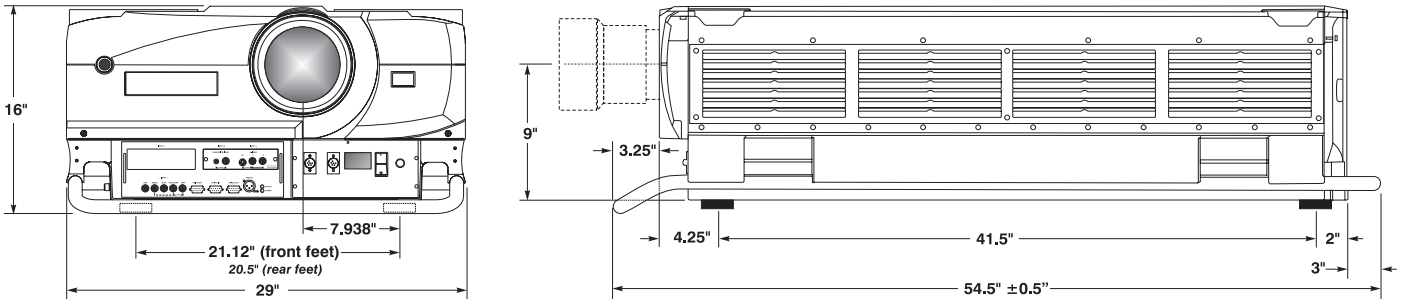


Figure 5.1. Projector Dimensions

Safety ➤

Approved **to CSA C22.2. No.950 (M94),** to **UL 1950** and **EN60950**

EMC Emissions ➤

- **FCC Part 15 Class A** Conducted and Radiated Emissions
- **CISPR 22 Class A** Conducted and Radiated Emissions

EMC Immunity ➤

- **EN55024** (all parts)

Operating Environment ➤

Temperature	5°C to 35°C (41°F to 95°F)
Humidity (non-condensing)	20% to 80%
Altitude	0 – 3000 meters

Non-operating Environment ➤

Temperature	-25°C to 55°C (-22°F to 120°F)
Humidity (non-condensing)	0% to 95%

Standard Components ➤

IR (infrared) Remote Keypad — includes batteries
User's Manual
Warranty Registration Card
4 Eyebolts for hoisting: ½"-13 x 1½"

Options ➤

Accessories

Wired Remote Keypad
2-Way Controller
IR Remote Sensor
Alternate Throw Lenses *(see page 5-1)*
Marquee Signal Switcher
Roadie Hoisting/Stacking Kit
Universal Ceiling Mount
CoRE Librarian for downloading new software

Input Modules ("Interfaces")

RGB500 Input Module
RGB400 Active Loop-Through Input Module
RGB400 Buffered Amplifier Input Module
Composite/S-Video Input Module
PC250 Analog Input Module
Serial Digital Input Module
Digital HDTV Module
DVI/DFP Input Module

Appendix A

Glossary

This appendix defines the specific terms used in this manual as they apply to this projector. Also included are other general terms commonly used in the projection industry.

Active Line Time ➤ The time, inside one horizontal scan line, during which video is generated.

Ambient Light Rejection ➤ The ability of a screen to reflect ambient light in a direction away from the "line of best viewing". Curved screens usually have good ambient light rejection. Flat screens usually have less ambient light rejection.

Analog Video ➤ The video output of most computers and video tape machines. Analog video can generate a large number of colors.

Aspect Ratio ➤ The ratio of the width of an image to its height, such as the 4:3 aspect ratio common in video output.

Auto Source ➤ The ability of the projector to automatically recognize and synchronize to the horizontal and vertical scan frequencies of an input signal for proper display.

Bandwidth ➤ The frequency range of the projector's video amplifier.

Baud Rate ➤ The speed at which serial communications travel from their origin. In this projector, the RS-232 or RS-422 default baud rate of 38400 can be changed to match a controlling device. The switcher baud rate of 9600 cannot be changed.

Blanking Time ➤ The time inside one scan line during which video is not generated. The blanking time of the input signal must be equal to or greater than the retrace time of the projector.

Brightness ➤ In projection, brightness usually describes the amount of light emitted from a surface such as a screen. It is measured in foot-lamberts or candelas per square meter.

Candela or Candle ➤ Unit of measure for measuring intensity of light.

Channel ➤ A collection of measurements stored by the projector for a given input source, including frequencies, pulse width, polarity, syncs, channel number and location, user-adjustable display settings, etc. Use channels to switch between a variety of setups quickly, automatically recalling previously defined display parameters.

Channel List ➤ A list/menu of previously-defined channels available in projector memory.

Channel Number ➤ A number that uniquely identifies a specific channel retained in projector memory. The projector can retain up to 99 channels.

Checkbox ➤ A menu item that indicates whether an option is currently in effect (checked) or not (unchecked).

Color Shift ➤ A change in the tint of a white field across an image.

Color Temperature ➤ The coloration (reddish, white, bluish, greenish, etc.) of white in an image, measured using the Kelvin (degrees K) temperature scale. Higher temperatures output more light.

Component Video ➤ See *YCbCr* or *YPbPr*.

Composite Video ➤ The output of video tape players and some computers, characterized by synchronization, luminance and color signals combined on one output cable.

Contrast (ratio) ➤ The degree of difference between the lightest and darkest areas of the image.

Convergence ➤ The alignment of the red, green, and blue elements of a projected image.

Curved Screen ➤ A projection screen which is slightly concave for improved screen gain. Curved screens usually have screen gains which are greater than 1 but viewing angles much less than 180°. Curved screens are not recommended for use with this projector.

DDI ➤ A Direct Digital Interface signal can be supplied to the projector via an optional digital input module installed in **INPUT 2**. For example, you can input an SMPTE-259M signal using a *Serial Digital Input Module* or input an SMPTE-272M signal from a *Digital HDTV Module*).

DMD™ ➤ Digital Micromirror Devices™ used in this projector for processing red, green, and blue color data.

Decoder ➤ Located at **INPUT 3** and **INPUT 4**, this device converts NTSC 3.58, NTSC 4.4, PAL, PAL-N, PAL-M, or SECAM to RGB video.

Detail ➤ The sharpness of a display from a video source.

Diffused Screen ➤ A type of rear-projection screen which spreads the light striking it. Screen gain is less than 1 but audience viewing angles are increased.

Display Setting ➤ An adjustment that affects the display of an image. Such display settings include contrast, brightness, tint, blanking, size, offsets, and others.

Flicker ➤ A very rapid variation in image brightness caused by a frame rate that is too slow. (See *Interlace*.)

Frame Rate ➤ The frequency at which complete images are generated. For non-interlaced signals, the frame rate is identical to the vertical frequency. For interlaced signals, the frame rate (also known as field rate) is one half of vertical frequency.

Foot-candle ➤ The intensity of visible light per square foot.

Foot-lambert ➤ The luminance (brightness) which results from one foot-candle of illumination falling on a perfectly diffuse surface.

Gain or Screen Gain ➤ The ability of a screen to direct incident light to an audience. A flat matte white wall has a gain of approximately 1. Screens with gain less than 1 attenuate incident light;

screens with gain more than 1 direct more incident light to the audience but have a narrow viewing angle. For example: An image reflecting off a 10 gain screen appears 10 times brighter than it would if reflected off a matte white wall. Curved screens usually have larger gain than flat screens.

Help Screen ➤ A display of help information regarding the current task or presentation.

Horizontal Frequency ➤ The frequency at which scan lines are generated, which varies amongst sources. Also called horizontal scan rate or line rate.

Horizontal Offset ➤ The difference between the center of the projected image and the center of the projector lens. For this projector, this value is expressed as the maximum percentage of the image that can be projected to one side of the lens center without degrading the image quality. Horizontal offset ranges can be affected by the type of lens in use, and whether or not the image is offset vertically at the same time.

Hot Spot ➤ A circular area of a screen where the image appears brighter than elsewhere on the screen. A hot spot appears along the line of sight and "moves" with the line of sight. High gain screens and rear screens designed for slide or movie projection usually have a hot spot.

ILS® ➤ The *Vista**GRAPHX** Intelligent Lens System®* describes the ability of *Vista**GRAPHX*** projectors to automatically return to lens settings previously defined for a particular channel. The *Mirage 10000* has this capability, but it is not always known as ILS®.

Input ➤ A physical connection route for a source signal, described by a 2-digit number representing 1) its switcher/projector location and 2) its slot in the switcher/projector.

Input Signal ➤ Signal sent from a source device to the projector.

Interface ➤ A device, such as the *Serial Digital Input Module*, that accepts an input signal for display by the projector.

Interlace ➤ A method used by video tape players and some computers to double the vertical resolution without increasing the horizontal line rate. If the resulting frame/field rate is too low, the image may flicker depending on the image content.

Keypad ➤ A small push-button device for controlling most projector settings and operation. For more information, refer to *3.3, Using the Keypad.*

Keystone ➤ A distortion of the image which occurs when the top and bottom borders of the image are unequal in length. Side borders both slant in or out, producing a “keyhole” shaped image. It is caused when the screen and lens surface are not parallel, or by poor Keystone adjustment.

Linearity ➤ The reproduction of the horizontal and vertical size of characters and/or shapes over the entire screen.

Line of Best Viewing ➤ When light from a projector is incident on a screen, the light reflects from the screen such that the angle of reflection equals the angle of incidence. The Line of Best Viewing is along the line of reflection.

Loopthrough (Loopthru) ➤ The method of feeding a series of high impedance inputs from a single video source with a coaxial transmission line in such a manner that the line is terminated with its characteristic impedance at the last input on the line.

Lumen ➤ The unit of measure for the amount of visible light emitted by a light source.

Lux ➤ The amount of visible light per square meter incident on a surface.
1 lux = 1 lumen/square meter = 0.093 foot-candles

Menu ➤ A list of selectable options displayed on the screen.

NTSC Video ➤ A video output format of some video tape and disk players. There are two types of NTSC (National Television Standards Committee) video: NTSC 3.58 and NTSC 4.43. NTSC 3.58 is used primarily in North America and Japan. NTSC 4.43 is less commonly used.

Optical Screen ➤ A type of rear-projection screen which re-directs light through the screen to increase image brightness in front of the screen. Screen gain is usually greater than 1 but audience viewing angles are reduced.

PAL Video ➤ PAL (Phase Alternating Line) video is a 50 Hz standard with 768 x 576 resolution. It is found on some video tape and disk players (used primarily in Europe, China and some South American and African countries).

Pincushion ➤ A distortion of the image shape characterized by concave or convex borders.

Pixel (picture element) ➤ The smallest discernible element of data from a computer-generated image.

Pixel Phase ➤ The phase of the pixel sampling clock relative to incoming data.

Pixel Tracking ➤ The frequency of the pixel sampling clock, indicated by the number of pixels per line.

Presentation Level ➤ The projector is at presentation level when an image from a source is displayed without the presence of a slidebar, menu, pull-down list, or error message.

Projector-to-Screen Distance ➤ The distance between the projector's front feet centers and the screen. Also called "Throw Distance".

Protocol ➤ The type of code format called “A” or “B” utilized by the remote keypad(s). The default protocol set at manufacture is Protocol “A”. By using two different keypad protocols, adjacent projectors can be controlled independently with their remote IR keypads.

Pull-down List ➤ A selectable menu item that unfolds into a list of options pertaining to it.

Rear Screen ➤ A translucent panel for screen projection. Incident light travels through the incident surface of a rear screen and forms an image on the other surface.

Resizing ➤ The ability to manipulate through software commands the physical size, placement and/or aspect ratio of an image.

Resolution (lens) ➤ The maximum number of alternate white and black horizontal lines that can be distinguished on a screen when a photographic target is placed between the lens and a light source and illuminated by that source.

Resolution (projector) ➤ The maximum number of pixels that the projector can display horizontally and vertically across an image, such as 1024 x 768 (called XGA).

Retrace Time (Horizontal) ➤ The minimum time required for a CRT projector to move the position of the scanning spot from the right edge to the left edge.

Rise Time ➤ The time required by the video amplifier of the projector to increase its output from 10% to 90% of the maximum value.

RGB Video ➤ The video output (analog or digital) of most computers. Analog RGB video can have 3, 4, or 5 wires — one each for red, green, and blue, and either none, one or two for sync. For three-wire RGB, the green wire usually provides sync. (See TTL Video).

RS-232 ➤ A common asynchronous data transmission standard recommended by the Electronics Industries Association (EIA). Also called serial communication.

RS-422 ➤ A less common asynchronous data transmission standard in which balanced differential voltage is specified. RS-422 is especially suited to long distances.

S-Video ➤ The output from certain video tape players and video equipment. S-Video separates sync and luminance from color information, typically producing a higher quality display than composite video.

Scan Frequency ➤ The horizontal or vertical frequency at which images are generated.

Scan Line ➤ One horizontal line on the display.

SECAM ➤ A video output format of some video tape and disk players (used primarily in France). SECAM (Sequential Couleur á Mémoire) signals are similar in resolution and frequency to PAL signals. The primary difference between the two standards is in the way color information is encoded.

Slidebar ➤ A slidebar is a graphical display of an adjustable setting. The numerical setting often represents a percentage but can be a specific unit such as degrees Kelvin.

Source ➤ The device, such as a computer or VCR, connected to the projector for display. A source is identified at the projector as Input1, Input2, Input3 or Input4, or as other user-defined numbers. A source may have numerous corresponding channels defined and recognized by the projector. See *Input*.

Source Setup ➤ See *Channel*.

Spot Size ➤ The diameter of the smallest dot that can be generated by a CRT projector. This projector has a fixed spot (pixel) size.

Switcher ➤ A signal selector, such as the *Marquee Signal Switcher*, that can be connected to a projector for the purpose of adding more sources.

Sync ➤ This term refers to the part of the video signal that is used to stabilize the picture. Sync can occur in three forms:

1) "Composite sync": the horizontal and vertical components are together on one cable.
2) "Sync-on-green": the sync is part of the green video.

3) "Separate sync" or "H.SYNC and V.SYNC": the horizontal and vertical components of the sync are on two separate cables.

Sync Width ➤ The duration of each sync pulse generated by a computer. The sync width is part of the blanking time.

TTL Video ➤ A type of RGB video with digital characteristics.

Terminated ➤ A wire connecting a single video source to a display device, such as a projector, must be terminated by a resistance (usually 75Ω for video).

Throw Distance ➤ The distance between the front feet of the projector and the screen. Also called "Projector-to-Screen Distance". Always use the correct throw distance formula to calculate the proper throw distance (±5%) required for your lens.

Tint ➤ Balance of red-to-green necessary for realistic representation of NTSC signals.

Variable Scan ➤ The ability of a projector to synchronize to inputs with frequencies within a specified range.

Vertical Frequency ➤ The frequency at which images are generated. Vertical frequencies vary amongst sources. Also called vertical scan rate.

Vertical Offset ➤ The difference between the center of the projected image and the center of the projector lens. For this projector, this value is expressed as the maximum percentage of the image that can be projected above or below the lens center without degrading the image quality. Vertical offset ranges depend on the type of lens in use, and whether or not the image is offset horizontally at the same time.

Video ➤ The signal that is used by display devices (such as projectors) to generate an image. This term also refers to the output of video tape/disk players and computers.

Video Decoder ➤ An optional device that converts NTSC 3.58, NTSC 4.4, PAL, PAL-N, PAL-M or SECAM to RGB video.

Video Standard ➤ A specific type of video signal, such as NTSC, PAL, SECAM. This projector can automatically recognize and interpret the incoming standard and display accordingly.

Viewing Angle ➤ Screens do not reflect equally in all directions. Most light is reflected in a conical volume centered around the "line of best viewing". Maximum brightness is perceived if you are within the viewing cone defined by the horizontal and vertical viewing angles.

White Balance ➤ The color temperature of white used by the projector.

White Field ➤ The area of an image that is white only. For example, a full white field is an image that is white everywhere. A 10% white field is a white area (usually rectangular) that occupies 10% of the image; the remaining 90% is black.

YCbCr ➤ A high-end *digital* component video signal.

YPbPr ➤ A high-end *analog* component video signal. Sometimes called YUV, Component, or Y, R-Y, B-Y, the YPbPr signal by-passes the video decoder in this projector.

YUV ➤ See *YPbPr*.

Zoom ➤ The adjustment of image size by means of a zoom lens.

Appendix B

Keypad Reference

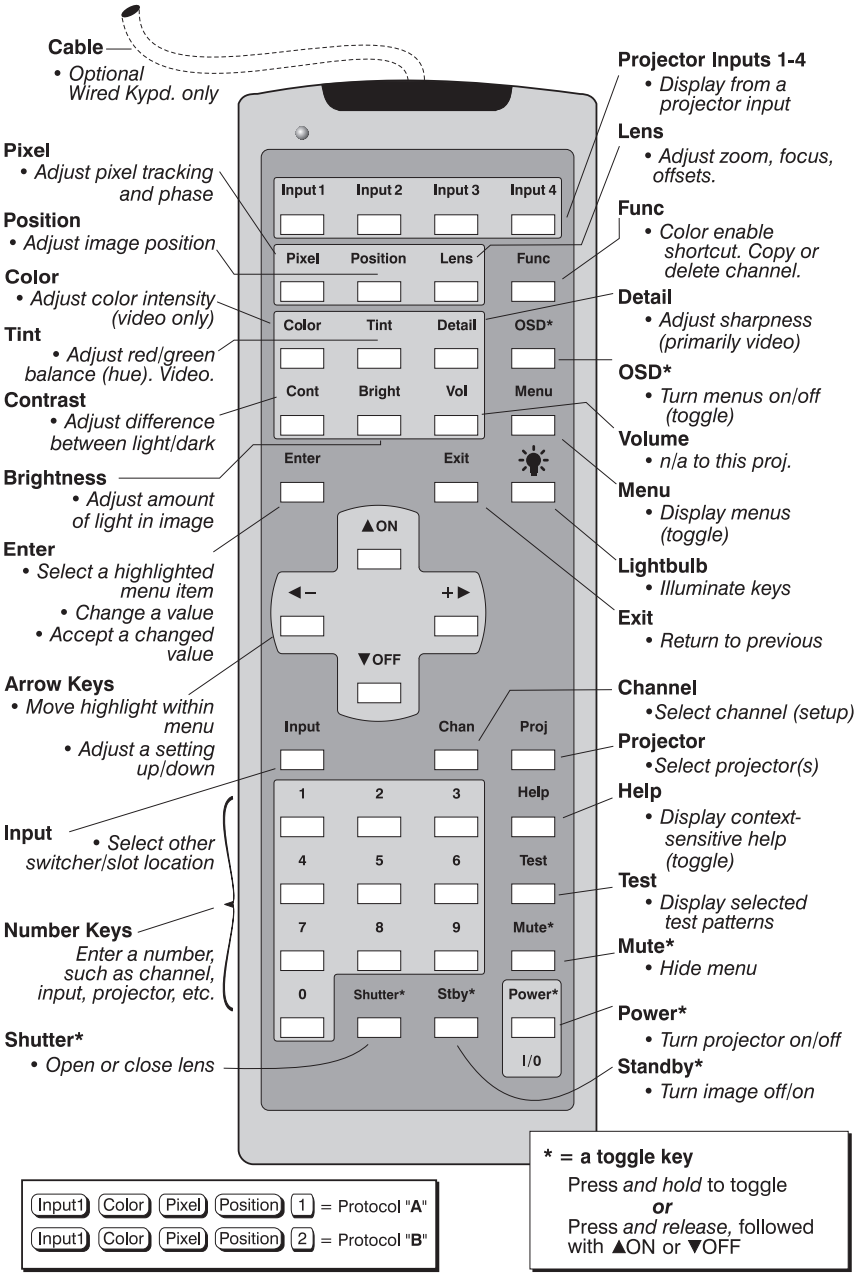
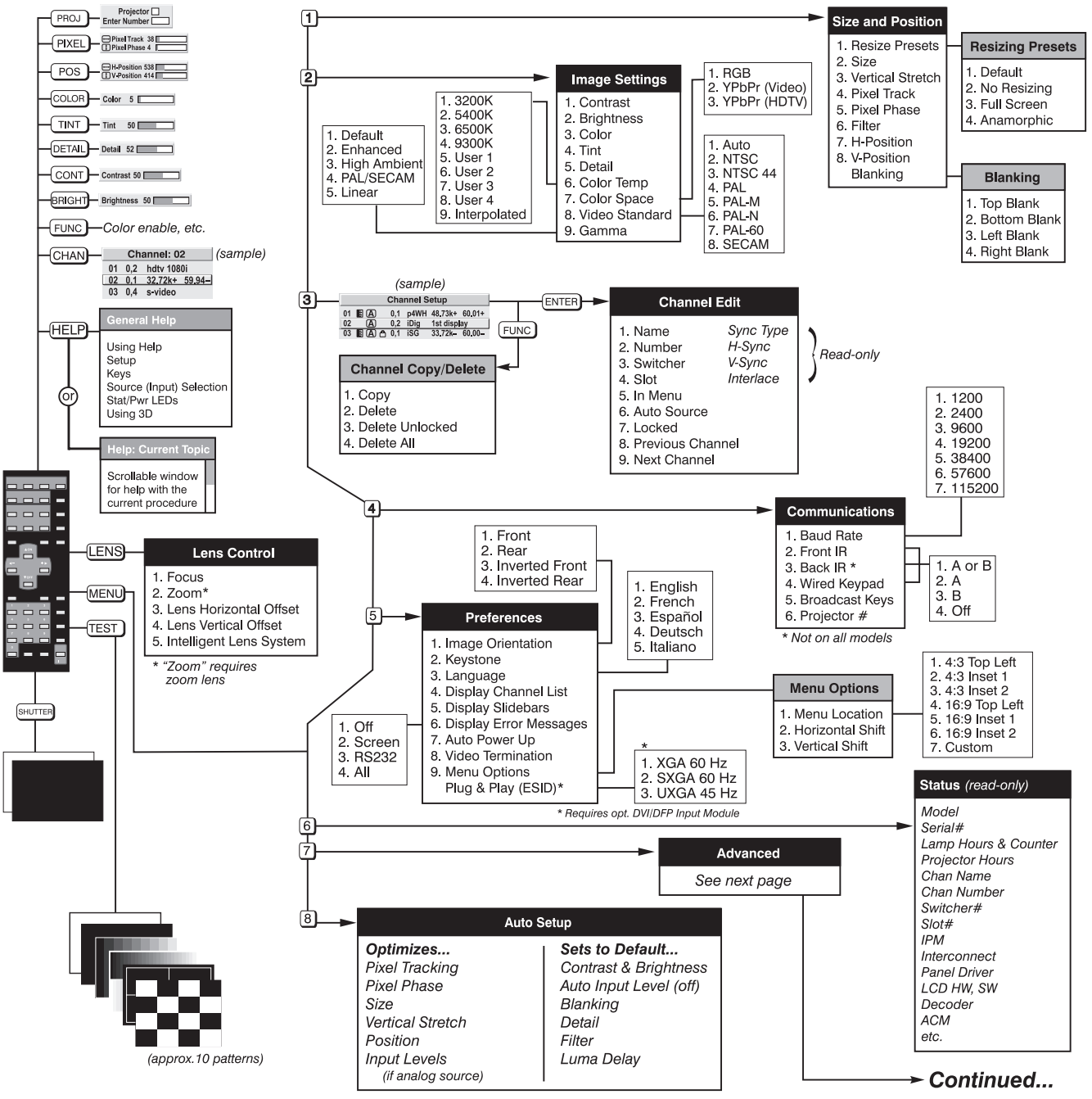


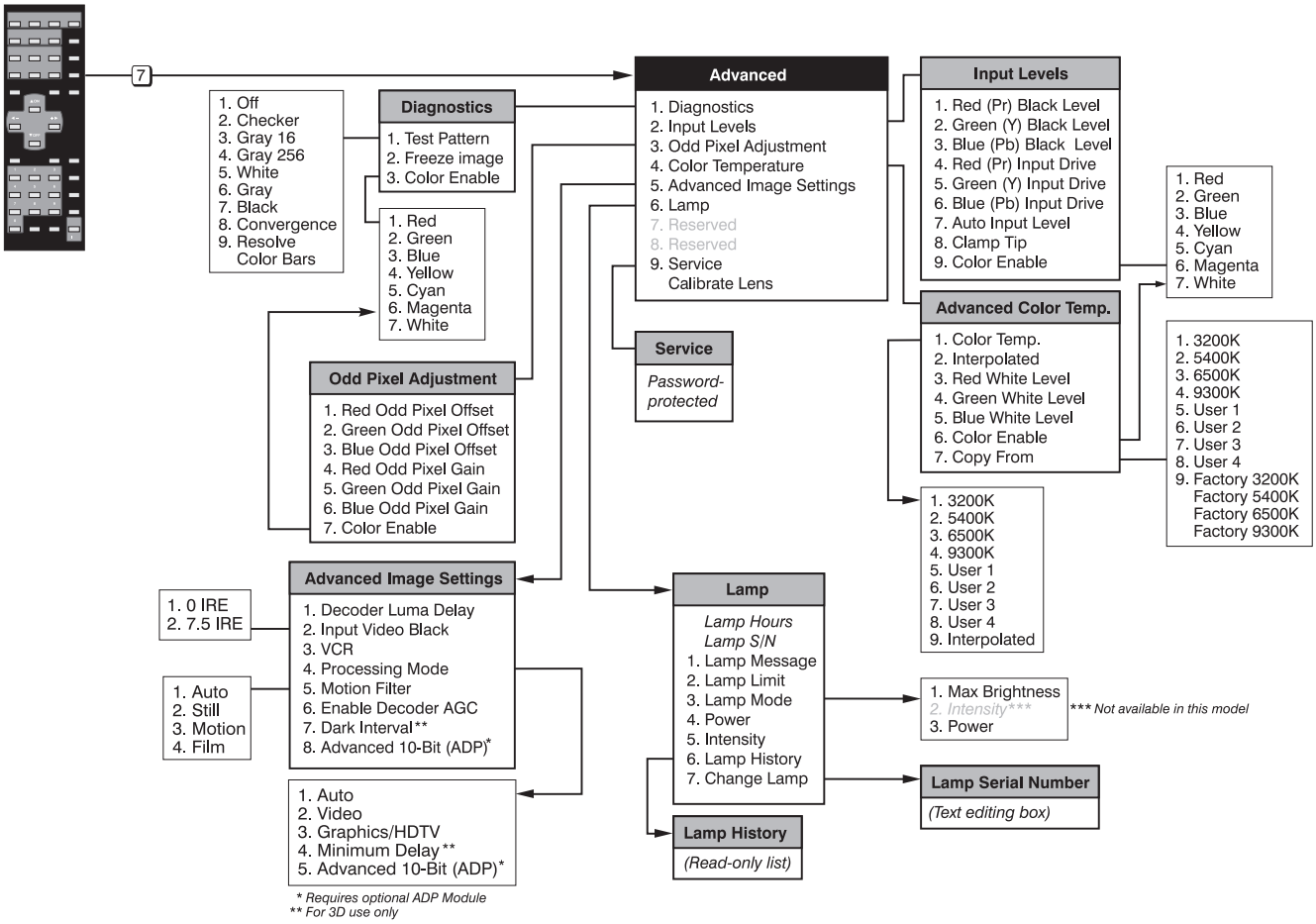
Figure B-1. Keypad

Appendix C

Menu Tree



...Continued


7
1. Off
2. Checker
3. Gray 16
4. Gray 256
5. White
6. Gray
7. Black
8. Convergence
9. Resolve Color Bars
Diagnostics
1. Test Pattern
2. Freeze image
3. Color Enable
1. Red
2. Green
3. Blue
4. Yellow
5. Cyan
6. Magenta
7. White
Odd Pixel Adjustment
1. Red Odd Pixel Offset
2. Green Odd Pixel Offset
3. Blue Odd Pixel Offset
4. Red Odd Pixel Gain
5. Green Odd Pixel Gain
6. Blue Odd Pixel Gain
7. Color Enable
Advanced
1. Diagnostics
2. Input Levels
3. Odd Pixel Adjustment
4. Color Temperature
5. Advanced Image Settings
6. Lamp
7. Reserved
8. Reserved
9. Service Calibrate Lens
Service
Password-protected
Input Levels
1. Red (Pr) Black Level
2. Green (Y) Black Level
3. Blue (Pb) Black Level
4. Red (Pr) Input Drive
5. Green (Y) Input Drive
6. Blue (Pb) Input Drive
7. Auto Input Level
8. Clamp Tip
9. Color Enable
1. Red
2. Green
3. Blue
4. Yellow
5. Cyan
6. Magenta
7. White
Advanced Color Temp.
1. Color Temp.
2. Interpolated
3. Red White Level
4. Green White Level
5. Blue White Level
6. Color Enable
7. Copy From
1. 3200K
2. 5400K
3. 6500K
4. 9300K
5. User 1
6. User 2
7. User 3
8. User 4
9. Factory 3200K
Factory 5400K
Factory 6500K
Factory 9300K
1. 3200K
2. 5400K
3. 6500K
4. 9300K
5. User 1
6. User 2
7. User 3
8. User 4
9. Interpolated
Advanced Image Settings
1. Decoder Luma Delay
2. Input Video Black
3. VCR
4. Processing Mode
5. Motion Filter
6. Enable Decoder AGC
7. Dark Interval**
8. Advanced 10-Bit (ADP)*
1. 0 IRE
2. 7.5 IRE
1. Auto
2. Still
3. Motion
4. Film
1. Auto
2. Video
3. Graphics/HDTV
4. Minimum Delay**
5. Advanced 10-Bit (ADP)*
* Requires optional ADP Module
** For 3D use only
Lamp
Lamp Hours
Lamp S/N
1. Lamp Message
2. Lamp Limit
3. Lamp Mode
4. Power
5. Intensity
6. Lamp History
7. Change Lamp
1. Max Brightness
2. Intensity***
3. Power
*** Not available in this model
Lamp Serial Number
(Text editing box)
Lamp History
(Read-only list)

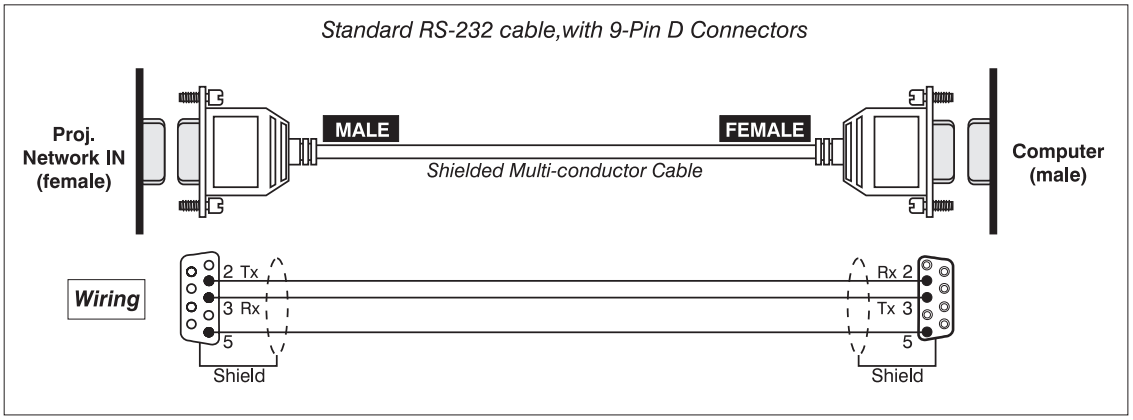
Appendix D

Serial Communication Cables

When connecting a projector to a computer, another projector, or a *Marquee Signal Switcher*, use the appropriate serial communication cabling as illustrated. For all connections, make sure to use high quality *shielded* cabling.

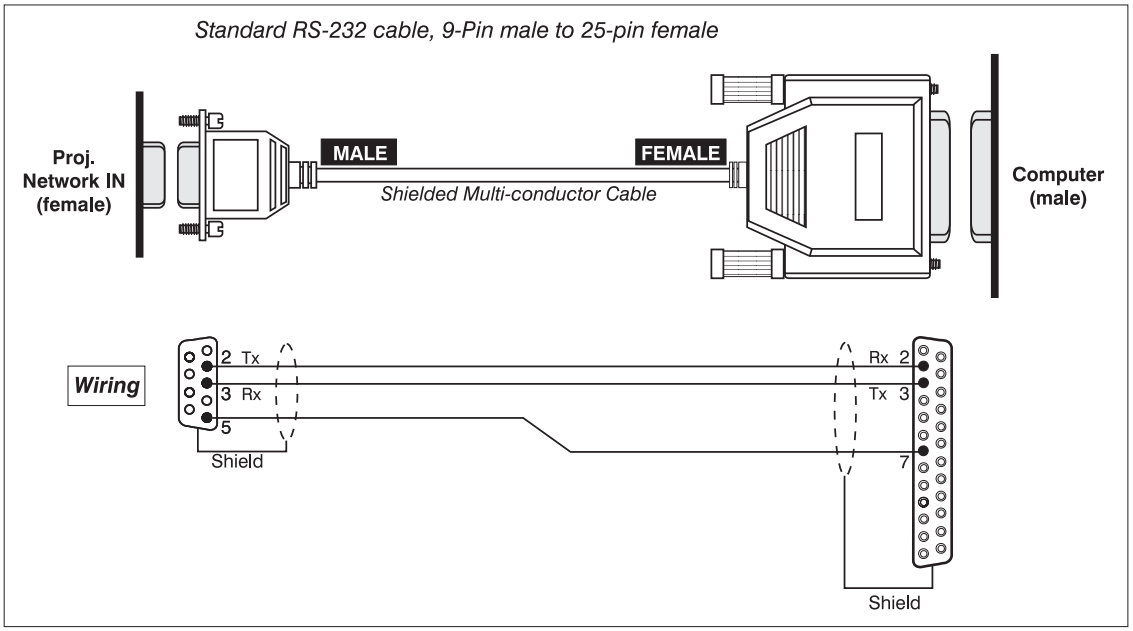
❑ *From projector to computer (RS-232)*

For computers having a 9-pin "AT" type serial port

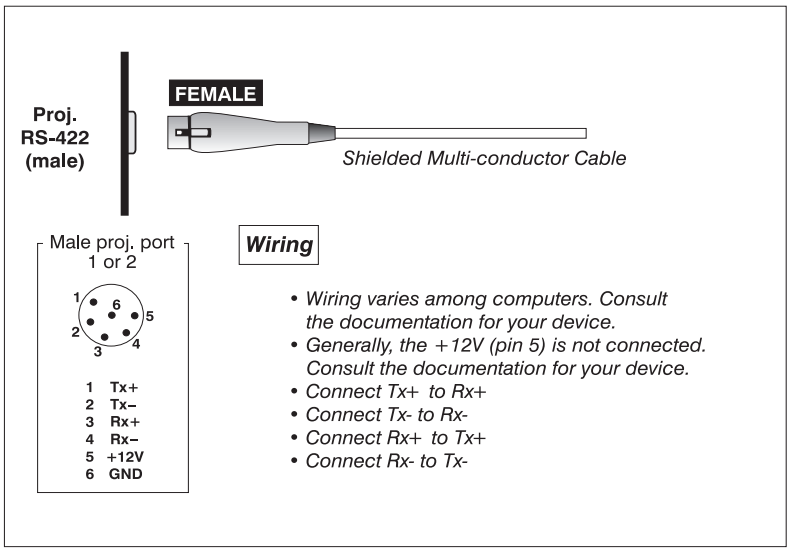


❑ *From projector to computer (RS-232)*

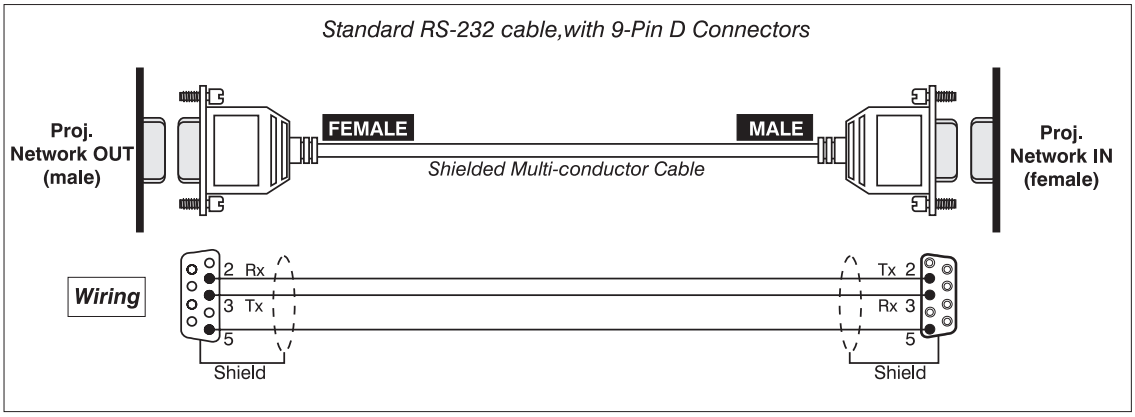
For computers having a 25-pin serial port



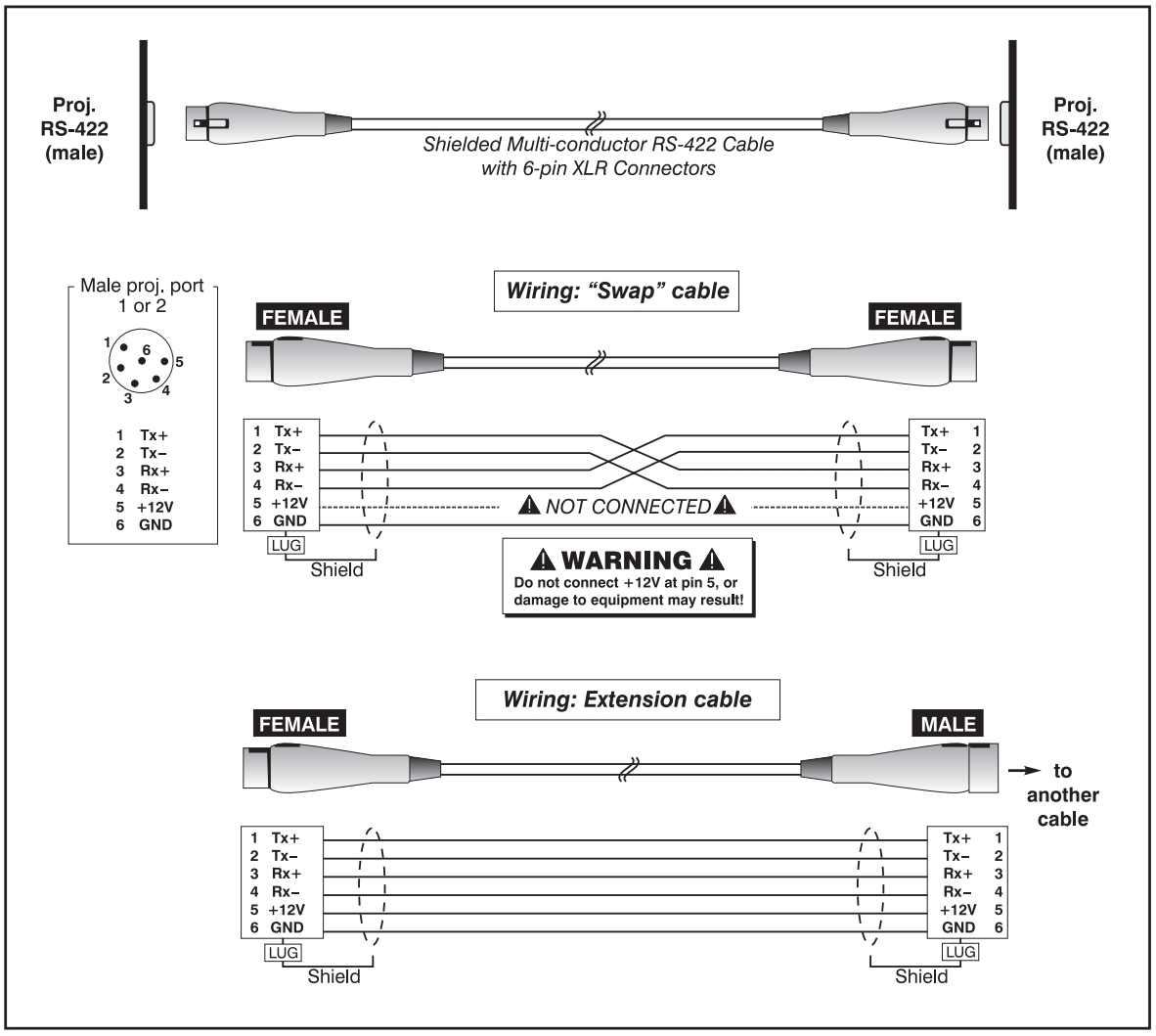
❑ *From projector to RS-422 compatible computer*



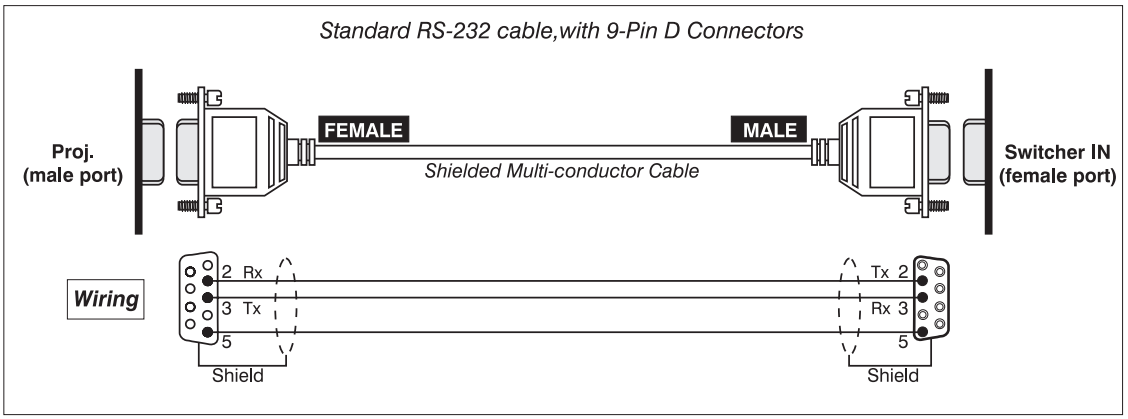
❑ *From projector to projector (RS-232)*



❑ *From projector to projector (RS-422)*

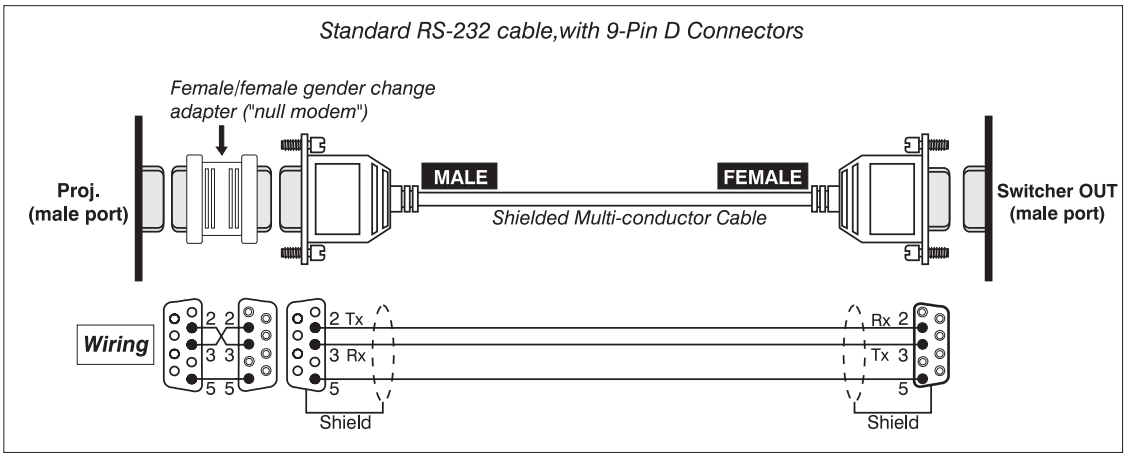


❑ *From projector to switcher, new installation*



❑ *From projector to switcher, in existing Marquee installation*

For adding a projector to an existing installation in which the switcher OUT port is used (such as with Marquee installations), add a gender-changing adapter at the projector port as shown:

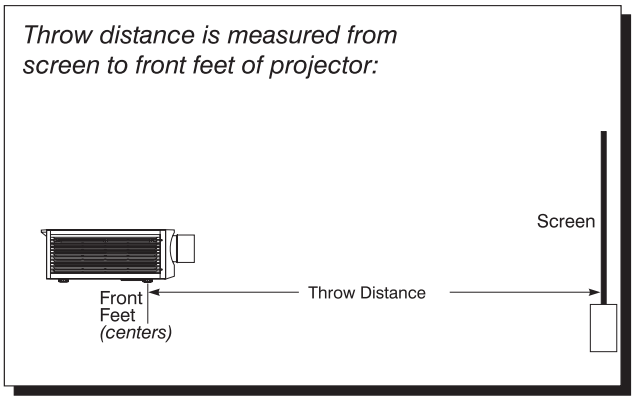


Appendix E

Throw Distance

Calculating Throw Distance

The larger the image needed, the greater the distance required between the lens and screen. Correct throw distance depends on the *screen width* and *lens throw ratio*—once you know what is present, you can use the appropriate formula provided in this appendix to calculate the precise throw distance for your application.



Throw distance is measured between the projector front feet and the screen. This measurement is not necessarily parallel to the floor—i.e., the projector and screen may be inclined.

NOTE: If your projector is tilted in relation to the screen, as is sometimes the case for large venues or elevated installations, throw distance still represents the smallest measurement between the screen and front feet.

Pre-calculated throw distances for the complete range of lens types and screen sizes appear in the charts and graphs on the following pages. Refer to these examples to quickly determine the proper throw distance (±5% or more) for your installation, lens and projector model.

Table E-1. Throw Distance Formulas (ft.)

Lens Throw Ratio	*Throw Distance Formula (ft.), ±5% or more*	*Diagonal Screen Size ↙ (ft.)*
0.8:1	.79 x screen width (↔ ft.) + 0.60	5-25
1.5 - 2.5:1	TD range = [1.49 x screen width (↔ ft.)] + 0 .53 *to* [2.48 x screen width (↔ ft.)] + 0.47	6-40
2.5 - 4:1	TD range = [2.51 x screen width (↔ ft.)] + 0.07 *to* [3.95 x screen width (↔ ft.)] + 0.07	6-40
4 - 7:1	TD range = [4.1 x screen width (↔ ft.)] + 0.27 *to* [6.39 x screen width (↔ ft.)] + 0.14	10-40
7 - 15:1	TD range = [6.86 x screen width (↔ ft.)] + 1.79 *to* [14.92 x screen width (↔ ft.)] + 0.62	10-50

NOTE: Make sure to use horizontal screen width (↔) in all formulas.

0.8:1 Formula (X10)

TD = (0.794 x W') + 0.60

(W' = horizontal screen width in feet)

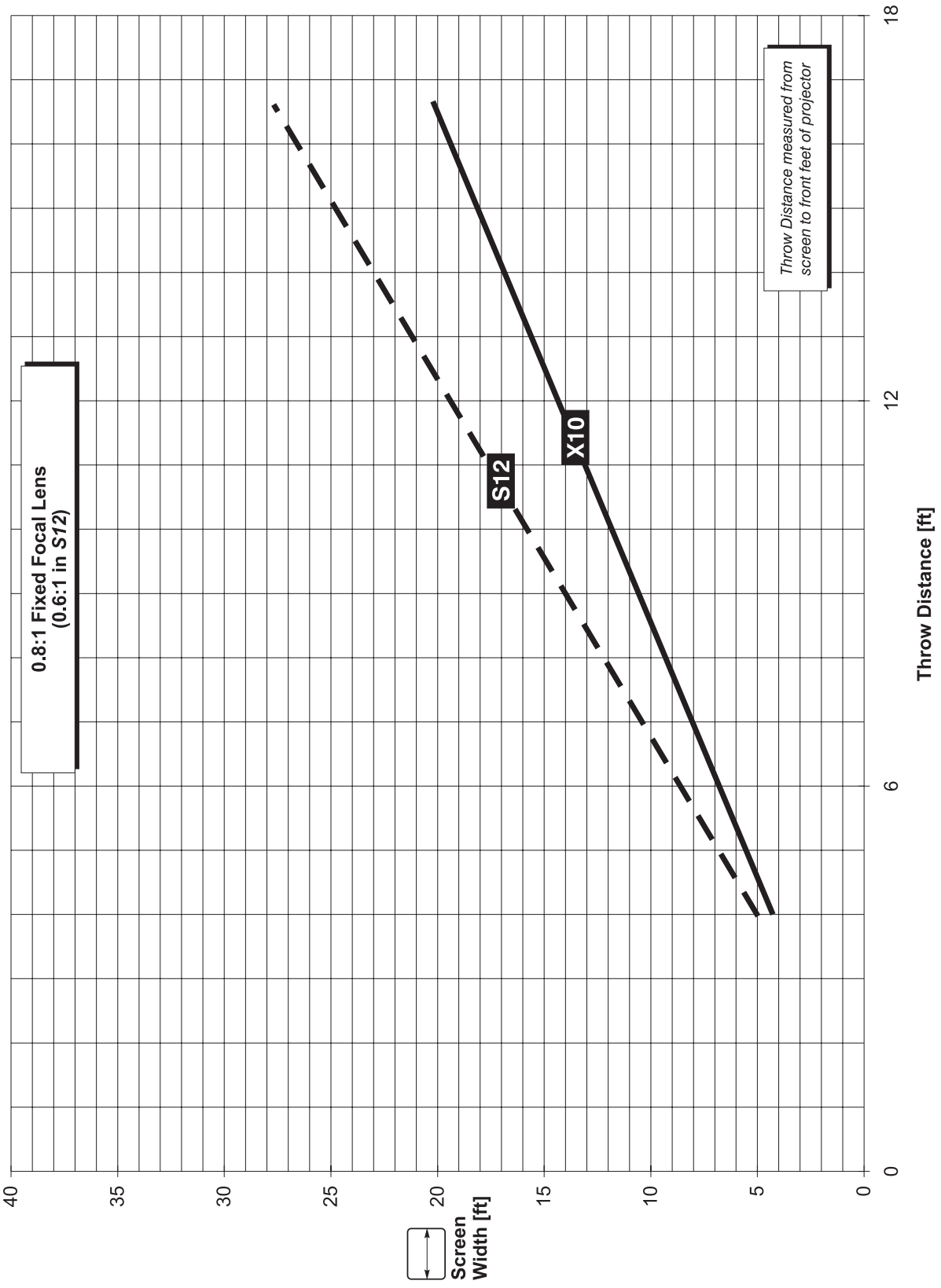
Screen Width [ft]	Throw Distance [ft]
4	3.77
4.5	4.17
5	4.57
5.5	4.97
6	5.36
6.5	5.76
7	6.16
7.5	6.56
8	6.95
8.5	7.35
9	7.75
9.5	8.14
10	8.54
10.5	8.94
11	9.33
11.5	9.73
12	10.13
12.5	10.53
13	10.92
13.5	11.32
14	11.72
14.5	12.11
15	12.51
15.5	12.91
16	13.30
16.5	13.70
17	14.10
17.5	14.50
18	14.89
18.5	15.29
19	15.69
19.5	16.08
20	16.48
20.5	16.88

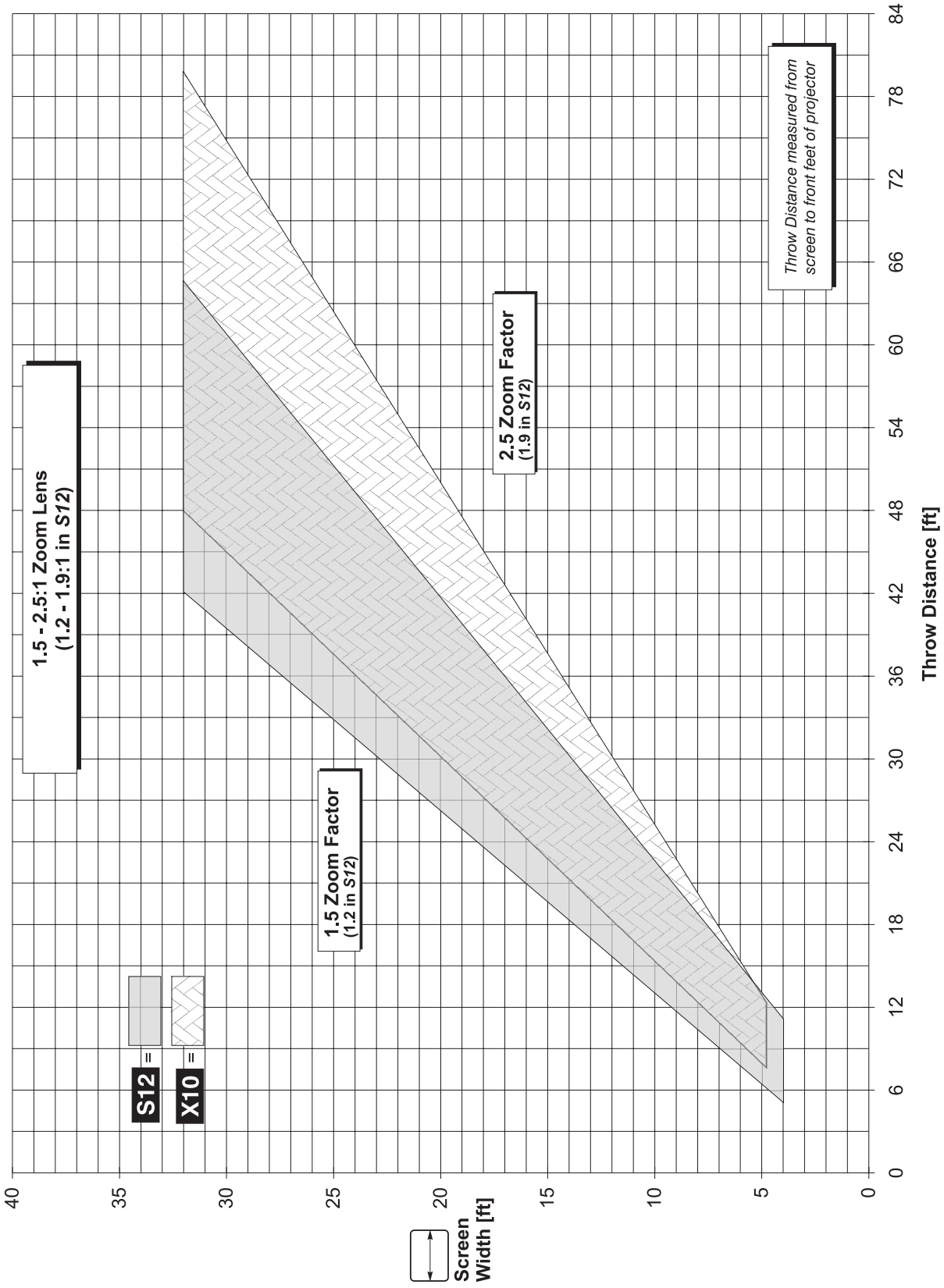
0.6:1 Formula (S12)

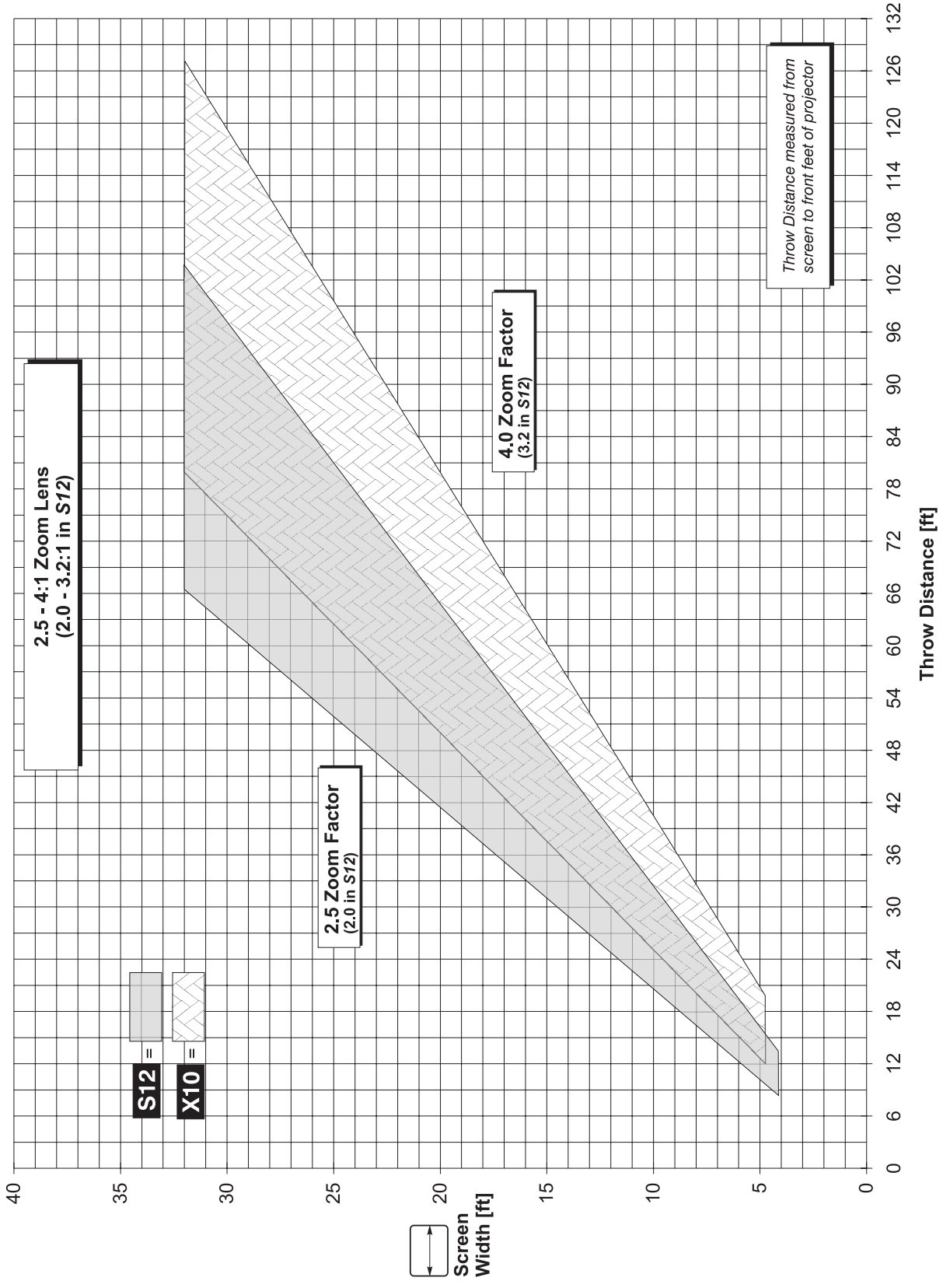
TD = (0.62 x W') + 0.58

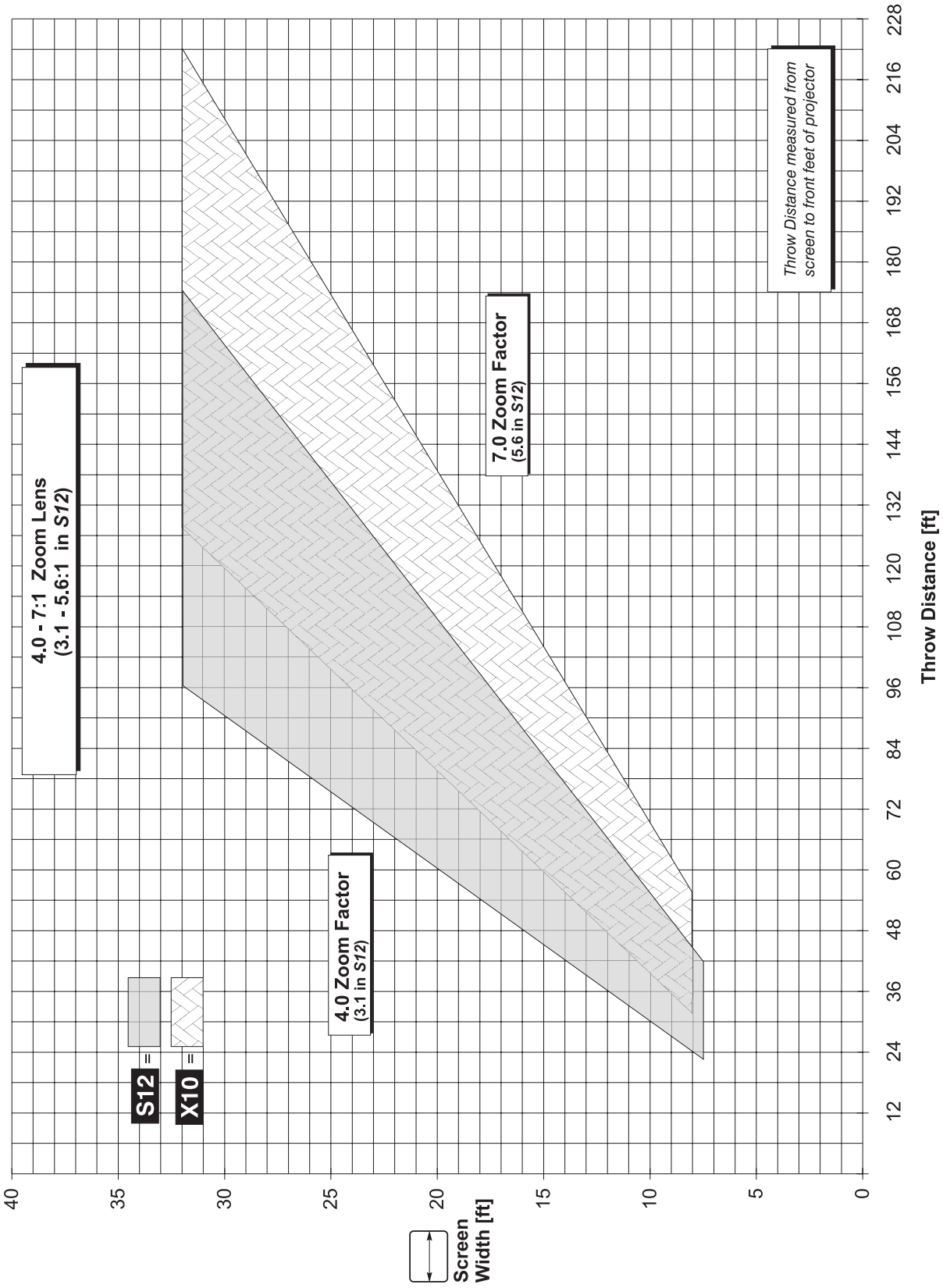
(W' = horizontal screen width in feet)

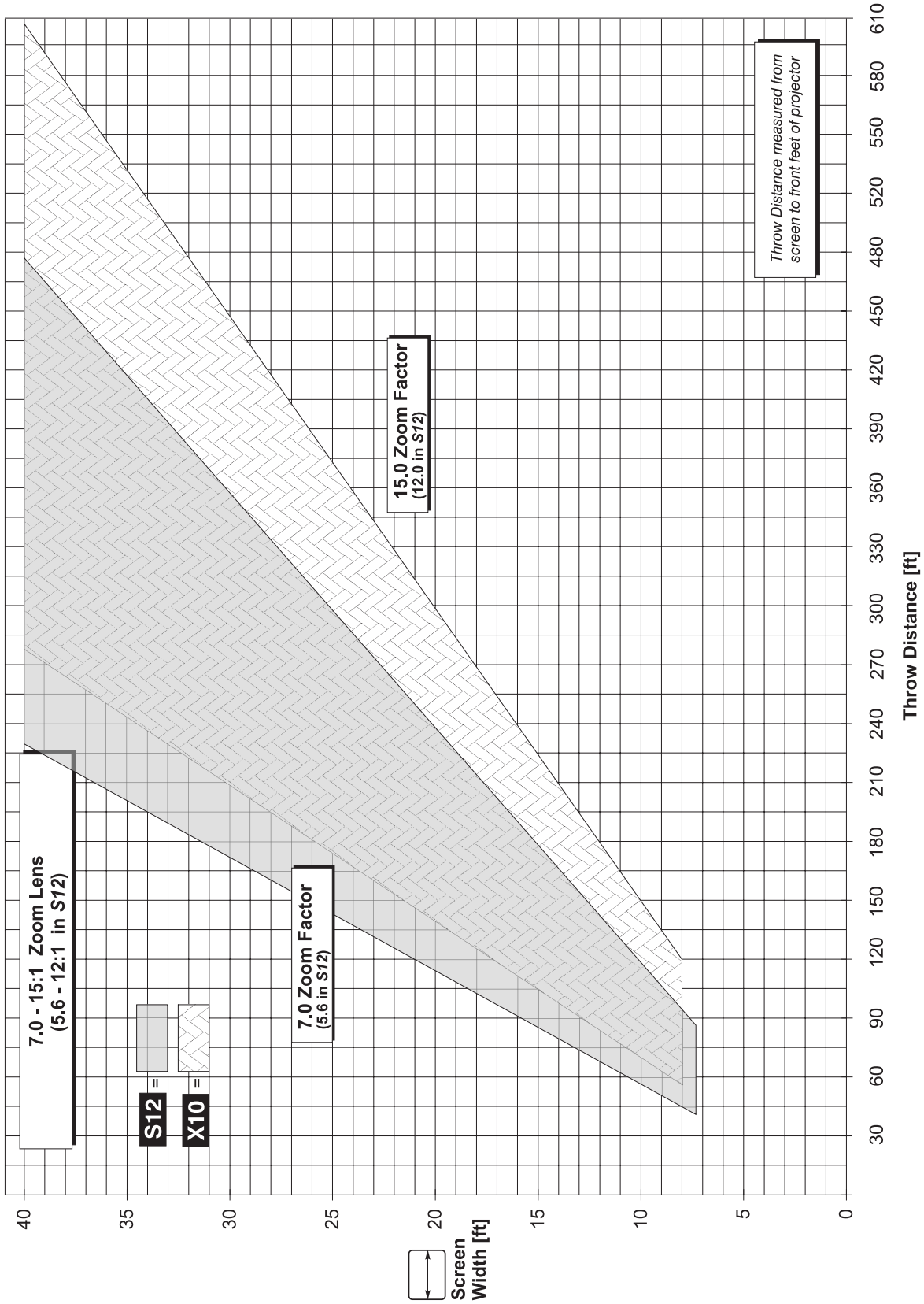
Screen Width [ft]	Throw Distance [ft]
5	3.67
5.5	3.98
6	4.28
6.5	4.59
7	4.90
7.5	5.21
8	5.52
8.5	5.83
9	6.14
9.5	6.45
10	6.75
10.5	7.06
11	7.37
11.5	7.68
12	7.99
12.5	8.30
13	8.61
13.5	8.91
14	9.22
14.5	9.53
15	9.84
15.5	10.15
16	10.46
16.5	10.77
17	11.08
17.5	11.38
18	11.69
18.5	12.00
19	12.31
19.5	12.62
20	12.93
25	16.01
30	19.10


0.8:1 Fixed Focal Lens
(0.6:1 in S12)
Throw Distance measured from screen to front feet of projector
S12
X10
Screen Width [ft]
40
35
30
25
20
15
10
5
0
0
6
12
18
Throw Distance [ft]


1.5 - 2.5:1 Zoom Lens
(1.2 - 1.9:1 in S12)
2.5 Zoom Factor
(1.9 in S12)
1.5 Zoom Factor
(1.2 in S12)
Throw Distance measured from screen to front feet of projector
S12 =
X10 =
Screen Width [ft]
0
5
10
15
20
25
30
35
40
0
6
12
18
24
30
36
42
48
54
60
66
72
78
84
Throw Distance [ft]


2.5 - 4:1 Zoom Lens
(2.0 - 3.2:1 in S12)
4.0 Zoom Factor
(3.2 in S12)
2.5 Zoom Factor
(2.0 in S12)
Throw Distance measured from screen to front feet of projector
S12 =
X10 =
Screen Width [ft]
Throw Distance [ft]
0
6
12
18
24
30
36
42
48
54
60
66
72
78
84
90
96
102
108
114
120
126
132
40
35
30
25
20
15
10
5
0


4.0 - 7:1 Zoom Lens
(3.1 - 5.6:1 in S12)
7.0 Zoom Factor
(5.6 in S12)
4.0 Zoom Factor
(3.1 in S12)
Throw Distance measured from screen to front feet of projector
S12 =
X10 =
Screen Width [ft]
Throw Distance [ft]
0
5
10
15
20
25
30
35
40
12
24
36
48
60
72
84
96
108
120
132
144
156
168
180
192
204
216
228

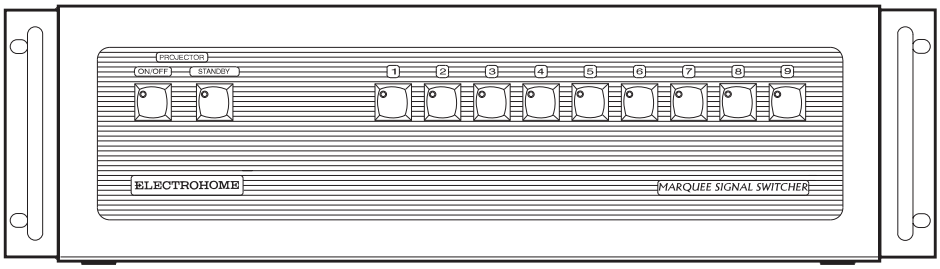

7.0 - 15:1 Zoom Lens
(5.6 - 12:1 in S12)
S12 =
X10 =
7.0 Zoom Factor
(5.6 in S12)
15.0 Zoom Factor
(12.0 in S12)
Throw Distance measured from screen to front feet of projector
Screen Width [ft]
Throw Distance [ft]
0
5
10
15
20
25
30
35
40
30
60
90
120
150
180
210
240
270
300
330
360
390
420
450
480
520
550
580
610

Appendix F

Optional Input Modules

There are many optional input modules and accessories currently available for this projector. Contact your dealer for a complete and up-to-date listing.

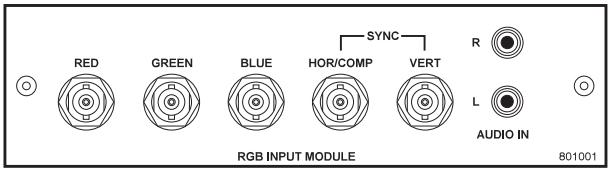
Marquee Signal Switcher 38-801050-xx ➤ The *Marquee Signal Switcher* is a rack-mountable signal selector which can greatly increase the number of analog sources (inputs) available to the projector. Connected to **INPUT 1**, a single switcher provides up to 9 more sources for the projector. Additional *Marquee Signal Switchers* can be connected to the first, with their input locations (switcher#,slot#) selectable through the Input key on the keypad. Switcher inputs can also be selected at the switcher by pressing the appropriate front panel push-button, or through serial communications. See *Section 2*.



Features

- ◊ simple connection and push-button control
- ◊ easy to see, illuminated indicators
- ◊ 9 slots for analog interface modules *(NOTE: does not support digital interfaces)*
- ◊ RS-232 serial interface
- ◊ input for a wired remote keypad
- ◊ universal power input
- ◊ up to 9 switchers can be daisy-chained together with a projector

RGB500 Input Module 38-804606-xx ➤ The *RGB500 Input Module* may be installed in this projector, a *Marquee Signal Switcher*, or a *Marquee Case/Power Supply*. The module receives analog RGB input signals from computers or other RGB source devices.



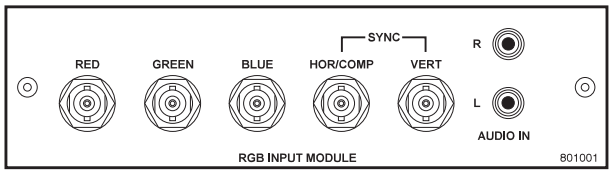
Features

- ◊ accepts 3, 4, or 5 wire RGB video (sync-on-green, composite sync, or separate horizontal and vertical sync), up to 500 MHz bandwidth
- ◊ BNC connectors for RGB signal inputs

NOTE: The audio connectors are not functional. Connect audio to an external audio system.

RGB400BA Input Module 38-804610-xx

➤ The *RGB400 Buffered Amplifier Input Module* may be installed in a *Marquee Signal Switcher* or a *Marquee Case/Power Supply*. Connect three-, four-, or five-wire RGB video signals of up to 400 MHz bandwidth, signals typically produced by high-resolution computer or workstations. The buffering capability of the module enables the incoming signal to be sent to a remote destination. Inputs are 75Ω terminated.



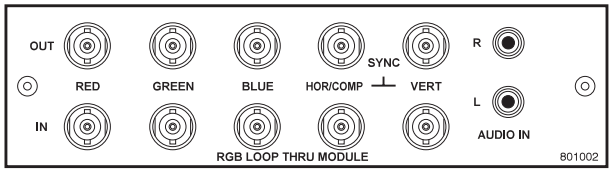
Features

- ◊ accepts 3, 4, or 5 wire RGB video (sync-on-green, composite sync, or separate horizontal and vertical sync)
- ◊ BNC connectors for RGB signal inputs
- ◊ Buffered signals to a remote destination

NOTE: The audio connectors are not functional. Connect audio to an external audio system.

RGB400 Active Loop-Thru Input Module 38-804607-xx

➤ The *RGB400 ALT Input Module* may be installed in this projector, a *Marquee Signal Switcher*, or a *Marquee Case/Power Supply*. The module receives analog RGB input signals from computers or other RGB source devices. Video inputs are 75Ω terminated. Video outputs provide buffered loop-through to another display device.



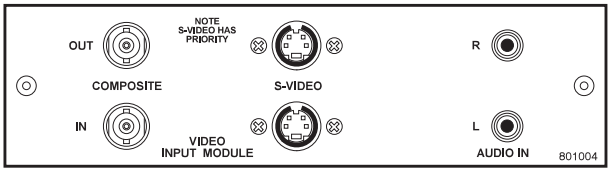
Features

- ◊ accepts 3, 4, or 5 wire RGB video (sync-on-green, composite sync, or separate horizontal and vertical sync)
- ◊ BNC connectors for RGB signal inputs
- ◊ buffered loop-through video outputs

NOTE: The audio connectors are not functional. Connect audio to an external audio system.

Composite / S-Video Input Module 38-804608-xx

➤ The Composite/S-Video Input Module may be installed in this projector, a *Marquee Signal Switcher* or a *Marquee Case/Power Supply*. The module receives either composite video or S-video input signals from tape or disk players (do not connect both types of signals simultaneously). Video inputs are 75Ω terminated. Video outputs are provided for buffered loop-through to another display device.



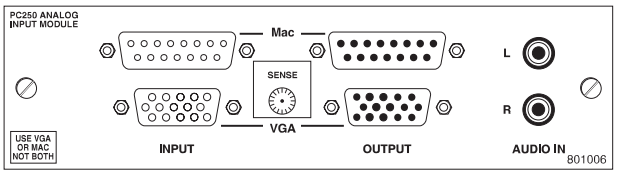
Features

- ◊ BNC connectors for composite RGB signals
- ◊ 4-pin mini-DIN connectors for S-Video signals
- ◊ buffered loop-through video outputs

*NOTES: **1)** This interface is not a decoder. NTSC, PAL, or SECAM signals must connect to the video decoder installed at **INPUT 3** / **INPUT 4**. **2)** The audio connectors are not functional. Connect audio to an external audio system. **3)** In this projector, do not connect **both** composite video and S-video signals to the Composite / S-Video Input Module–connect one or the other, even when plugged into a switcher.*

PC250 Analog Input Module 38-804609-xx

➤ The *PC250 Analog Input Module* may be installed in this projector, a *Marquee Signal Switcher* or a *Marquee Case/Power Supply*. The module receives analog RGB input signals from IBM PC compatibles or Macintosh computers. Video inputs are 75Ω terminated. Video outputs are provided for buffered loop-through to another display device.



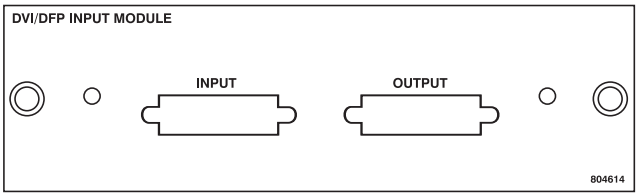
Features

- ◊ accepts VGA or MAC RGB video
- ◊ 15 pin D connectors for video
- ◊ active loop-through video outputs

*NOTES: **1)** This interface does not accept VGA and MAC signals simultaneously. 2) The audio connectors are not functional. Connect audio to an external audio system. **3)** Trademarks are the rights of their respective owners.*

DVI/DFP Input Module 38-804614-xx

➤ The DVI/DFP Input Module can be installed in the projector to display digital video input signals conforming to the DVI (Digital Visual Interface) standard (single-channel) or the DFP (Digital Flat Panel Port) specification.

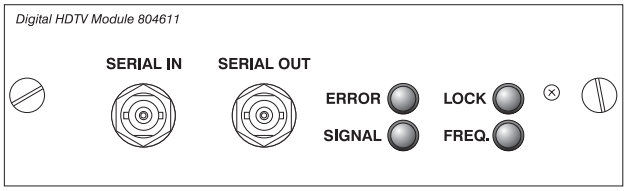


Features

◊ Supports Digital Visual Interface (DVI) single-channel and Digital Flat Panel Port (DFP) standards
◊ Supports VESA® Extended Display Identification Data (EDID™)
Provides an active-loop-through using a 20-pin MDR connector (conforming to DFP Specifications)

Digital HDTV Module 38-804611-xx

➤ The Digital HDTV Module can be installed in the projector at **INPUT 2**, where it accepts a digital 4:2:2 component HDTV signal (YCbCr) via a single **SERIAL IN** BNC connector. The signal can loop through the **SERIAL OUT** BNC out to another device (such as another projector). Inputs are 75Ω terminated.

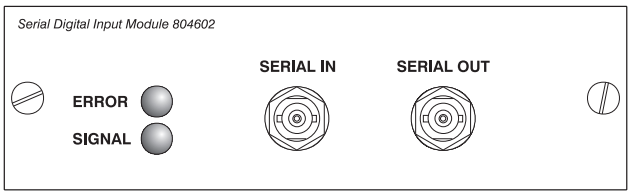


Features

◊ accepts a variety of digital HDTV 4:2:2 component signals (YCbCr), and de-serializes into a parallel 20-bit 4:2:2 component signal (10 bits each for Y and CbCr)
◊ SMPTE 292M compatible
◊ Two data rates: 1.485 Gb/sec or 1.485/1.001 Gb/sec.
◊ provides both a **SERIAL IN** and a **SERIAL OUT** BNC connector
◊ includes 4 status LEDs

Serial Digital Input Module 38-804602-xx ➤

The *Serial Digital Input Module* (*SDI*) can be installed in the projector at **INPUT 2**, where it accepts a serial digital 4:2:2 component video signal (YCbCr) via a single **SERIAL IN** BNC connector. The signal can loop through the **SERIAL OUT** BNC out to another device (such as another projector). Inputs are 75Ω terminated.



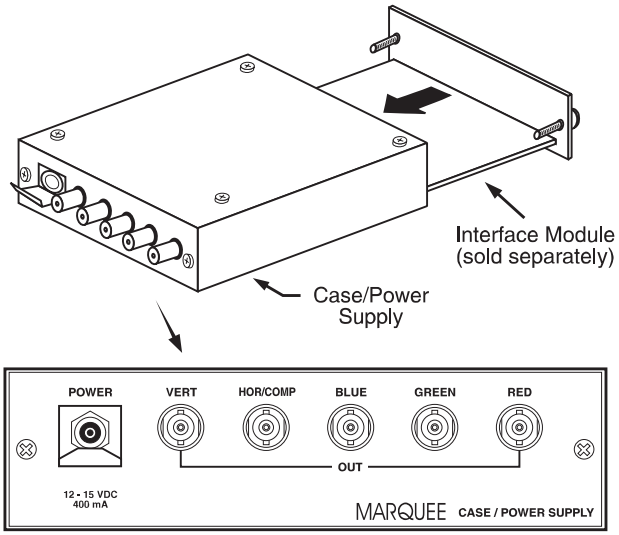
Features

- ◊ accepts serial digital 4:2:2 component video (YCbCr)
- ◊ provides both a **SERIAL IN** and a **SERIAL OUT** BNC connector
- ◊ includes status LEDs for signal and error

NOTE: Connect audio to an external audio system.

Marquee Case/Power Supply 38-801023-xx 38-801026-xx ➤

The *Marquee Case/Power Supply* enables you to use an analog input module as a stand-alone interface. Two supplies are available: one for use with 120 volt line voltage (38-801023-XX), and the other for use with 220 volt line voltage (38-801026-XX). Both models include a 15 Vdc, 500 mA AC adapter.



Features

- ◊ easy installation — no tools required
- ◊ the *Marquee Case/Power Supply* accepts the following input modules for use with this projector: *RBG500, RGB400 Active Loop-Thru, RGB400 Buffered Amplifier, Composite/S-Video,* and *PC Analog.* Digital inputs cannot be used.
- ◊ retaining clip to secure AC adapter
- ◊ non-slip feet
- ◊ supplied with 110 or 220 volt AC adapter

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